











dventure for Sega Megadrive - Rocket Knight Adventures



Sparkster is hell bent on avenging his master Mifune's death. sparkster is spack and sword of steel his mission is to annihilate armed with and restore peace to his homeland once more.

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led Television House 269 Field End Road Eastcote Middlesex HA4 9LS



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DINGBATS MESSAGE

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Final words: Who knows!





We've done it again This month we bring you more exclusives, hot from the pro

# 20 ZOOL

This ninja alien from the Nth dimension has already been a huge hit on the Amiga and he's set to enter the console world in November. We bring you the WORLD EXCLUSIVE preview of this excellent arcade adventure. Get yourselves ready for some wild action, courtesy of Gremlin Graphics.



# No.2 50 FANTASTIC DIZZY Yet another game converted from computer, Fantastic Dizzy has been a

huge success in the past. This little egg-head from a far off land is set to take the Master System by storm. Check out the EXCLUSIVE REVIEW.

# **FANTASTIC DIZZY**

Yes, we've got it on the Game Gear too! It's not often that an EXCLUSIVE GAME GEAR REVIEW pops up, so we can't help feeling this is a little special. Feast your eyes over some great graphics and marvel at the original gameplay.



# **ANDRE AGASSI TENNIS**

He's starred in a coffee commercial, his face is everywhere and he's the cheekiest guy in town. Just who is this celebrity? Andre Agassi of course! We bring you the EXCLUSIVE REVIEW of his latest assault on the hand held.





# SPECIALS ALIVE AND KICKING Ting on the development of

We have no less than five pages reporting on the development of football games on Sega consoles and there are reviews of every game that's still generally available in the shops. To cap it all, we



# 30 EA SPORTS' INTERNATIONAL SOCCER

The football season has started and we couldn't resist and you a feature on the latest football simulation. EA Sports have produced some fine simulations in the past and are hoping this will be their biggest game ever. We bring you an extra-special feature direct from EA's headquarters.



Did you know that some TV programmes are banning beat-'em-ups? You would if you read ProNews! We bring you the biggest and best news pages, packed with all the information you'll ever need. Looking for international news? Check out our Japanese pages for some top-secret stories.



## PREVIEWS

Over 20 new releases have been squeezed into just four pages this month. Among the top games for the next few months are Lethal Enforcers, Cool Spot (MS), Spider-Man and The X Men. Blades of Vengeance and Micro Machines (GG). Cramming them all in was a hard job, but you won't find more previews anywhere.

# 34 PRODATES

Want to know what games you should be buying over the next few months? Turn to Prodates, the only section in ANY magazine that covers EVERY release until November. You'll find everything you need to know about up and coming games, from the price to the game's content.

# **76 PROFILE**

How do we do it? God knows how we manage to fit so much information into such a little space, but we do! If you need the low down on ancient game releases, readers' problems, or you need a game tip, this is the place to look.

# PROGUIDES 1

Yeah, you guessed it. We couldn't resist bringing you the complete players guide to Mortal Kombat! Whatever console you have, the Pros bring you the biggest and best tips for the beat-'em-up of the year. All that and we still have space for more! Check out the second part of our Jungle Strike solution and an exclusive guide to Star Wars (MS&GG).



# **08** PROTEST

The CD debate is in full swing this month. Half of our readers think it is a waste of time, the other half think it's brilliant. What do you think? Read the low down on this important issue, among others, in our readers' section of the mag.

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# **JURASSIC BLUNDER**

I was bemused when rival magazines reviewed *Jurassic Park* from an unfinished version of the game. We were told that we could, as some other magazines had, review the game using these chips. We decided not to and, as we didn't receive a finished cartridge from Sega UK, we reviewed the import version from the States.

By now, some magazines will have reviewed the game from Sega's "unfinished" chips and I would imagine many came to the same conclusion that this is a fairly decent game. However, the US version was bugged and considering that Sega UK "couldn't" supply us with a finished cartridge, we can only surmise that the UK version will be similarly flawed. When we get hold of the finished game, we will inform you either way, but if you don't hear from us before the its release, take care and demand a playtest before you part with your cash. If you can live with any bugs that may be there, then at least you know what you've bought.

SOCCE SPECIAL

Na Maria and The American State of the American Sta



**Pat Kelly** 

### PAT KELLY

"The last holiday I ever went on was my honeymoon and one of my worst experiences ever! Being a fair-skinned Scot, I became another sun-burn statistic soon after I stepped off the plane in Tenerife. Needless to say, the wife didn't take too kindly to my constant cries of pain and stubborn refusal to go anywhere near the sun! To top it all, the pubs were showing repeat episodes of Only Fools and Horses, which would have been fine had we not wanted to get away from the drudgery of old England."



### SIMON CHRISTOPHER

"As I've never taken a holiday from my hectic schedule, I have only one distant tale to recount on the subject. As a wild, carefree student I felt in need of a rest. In a futile attempt to recreate a holiday atmosphere I hired a sunbed, bought in a supply of food, drink and cheap novels. I then sang "La Bamba" whilst walking round the house in my swim shorts with sand in my shoes." Sad bloke!

### SAM HICKMAN

"Last year, I visited my best friend in Turkey. All was well until we decided to take a bus trip to Istanbul. Not being able to speak any Turkish, I didn't realise that mass panic had broken out. Apparently, there was a terrorist on board who claimed that he would run riot on the bus. Fortunately, the police came whizzing up the motorway and yanked this weasely looking bloke off into a Turkish jail. I never did find out of he was really a terrorist, but he certainly looked shifty to me."





### JASON JOHNSON

"If you've ever been subjected to one of those family holidays abroad, you may well sympathise with me. About five years ago my parents took hold of this crazy idea of going away for Christmas. Who goes abroad for Christmas? Sunny Malta was our destination, but it rained all week. The hotel had a dingy downstairs disco and the biggest thrill was a magic show on Christmas Eve! Needless to say, I now try and stay this side of the water during the festive season."

### MARK HILL

"My worst holiday nightmare was when I went inter-railing from France to Malta and all was well until I reached Italy. A mix-up in Napoli had me waiting a whole night for a train to Scicily that finally arrived the following morning – ten hours late! The station was a dump with queers and dirty tramps and there was no food or drink available. The following morning things got worse as the Scicilian bound train stopped in a country village due to a train strike! I was stranded for a night so dishing out £20 for a hotel room was the best decision I had made since I started out."





### **COLIN NIGHTINGALE**

"The last kind of 'holiday' I had was a working holiday, picking grapes with a close friend in Switzerland. Unluckily, we had unlimited stocks of fine wine at our disposal and proceeded to drink to our heart's content. Within a week, the farmer fired us and we, thus, ended up hitching through Europe to Amsterdam, which was a far more rewarding experience."



# SURFING IN THE UK

These days, it seems that Sega can't keep out of the water! They've currently got two liquid-based projects on the way and both of them are aimed at fashionable young things.

First up, Sega sponsored the Quiksilver's Surfmaster Championship, held earlier on in September. The world's top 44 surfers competed in the championships that had a first prize of \$100,000! The Sega Quiksilver Surfmaster Championship featured a huge games playing area, where spectators could sample Sega's many surfing titles. *Greendog* also made a personal appearance and although the exhibition was mainly aimed at spectators, some of the competitors couldn't stay away. A self-confessed Sega addict, surfing legend Tom Carroll was spotted at the Sega stand, engrossed in a game. What was the title? *Cool Spot* by Virgin of course!



Staying on the subject of beaches and all things summery, Sega have another marketing strategy up their sleeve. They are currently touring American schools with their swim program for young children. Co-run by the Royal Life Saving Society, it promotes the necessity of safety in the water. The project has been a huge success in the states and will be coming to the UK in the autumn. Although Sega attract loads of attention wherever they slap their name, they do have a little extra help with this campaign. The TV stars of soft-focus, bouncing babe, TV series Baywatch are lending a helping hand (as well as other parts of their anatomy). Nicole Egbert and David Charvet have produced a video

for the society and you'll be glad to know that they're coming to the UK too!





# WIN BUBSY GEAR

Bubsy the Bobcat seems to get not gracing the pages of computer games magazines, he often pops up in the national press and a few trendy magazines too. Bubsymania is everywhere and he's about to get bigger too! National adverts are about to hit TV and he's got his own cartoon show.

Anyway, Bubsy has been featured

SegaPro thought it was about time to call in our dues. Bubsy owed us a favour or two so after a call, we managed to get hold of some freebies. In tra can't just give them away. You'll have to answer a question to win the goods. of Bubsy, three sec-Bubsy coach jacket and Bubsy mugs for you have to do is answer one simple auestion.



In a recent survey in America, it was found that Sonic is the most popular character around. The survey was carried out amongst 6-11 year-old boys and Sonic beat Michael Jordan and Bart Simpson into runner-up positions. Tails, Sonic's furry sidekick, came fourth place in the survey, showing that kids seem to have

prising, really, when you consider that Sega have plugged these two characters to the hilt.

LASER QUEST

American Laser Games, the creators of arcade machines such as Space Pirates, are coming to the Mega-CD. They have five titles in all and their release dates vary from November until summer of next year. Their first release will

be Mad Dog McRee (previewed this issue) followed by Mad Dog II, Space Pirates, Who Shot Johnny Rock? and Gallagher's Gallery. For those of you who are unfamiliar with laser games, the object is to shoot images of live actors. Many

of the adventures have wild story lines and feature anything from Twenties' singers to spacemen from another dimension. It's undecided at the moment whether the games will use the Menacer, but it's a high possibility. While the concept of laser games may have been fun in the arcades, will it work in the home?



 Sega don't seem to be having much luck on the courtroom front. They've been summoned again. This time, a US company is suing them for million. Beeshu Incorporated has filed 14 complaints against the company, including breach of licensing agreements and breach of copyright. Apparently, Sega were due to publish some of Beeshu's games, but released very similar games under their own name instead. Although the court room battle will cost both sides thousands of pounds, Beeshu are determined to win the case. However, it's likely that Sega will counter sue the company, so what happens is anyone's

 News has just reached us that Microprose have closed two of their offices in the UK. This leaves them with a solitary head office in Tetbury. No one at Microprose was available for



comment, but the company has recently restructured its American division after financial worries. We'll have more news on the subject next month.

 Konami are boosting their Mega Drive support and have a few releases planned for 1993. Although they haven't disclosed many of their titles, they are planning a Ninja Turtles follow up. Entitled Teenage Mutant Ninja Turtles - Tournament Turtles, the game should be available in late November.

 EA announced record profits for the first quarter of the 1994 fiscal year. The company made \$7,318,000, a 53% rise for the same period last year. Amazing really, when you consider the recession and all that.

 Codemasters have a whole TV programme dedicated to their latest character and forthcoming game Spacehead. It will be aired in October, although it will only go out in Central regions. Boo!

# THE BIG

Q Where do bobcats live? ..... NAME..... ......

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You know the score. As soon as you want to play a two-player game, all the joypad's wires become tangled up. The result is one big mess and lots . of frustrated games players. The situation could get even worse with the arrival of Sega's four-player Tap and EA's Four-way Play. Well, worry no more, because help is on the way. MSU Limited have the problem under control, with their latest product, the Micro Genius. This is a remote control joypad that can operate up to 20ft away from the TV. Remote control pads have been offered before, but the Micro Genius is different. It has an extra-wide beam and will follow the movement of the controller exactly. What's more, two controllers can use the same receiver, so you won't have to shell out for two receivers.

The Micro Genius has three fire buttons, a turbo/auto fire button and a slow motion switch. It retails at £29.95 for the joy pad and receiver, or £19.95 for the joypad alone. It should be available any day now in most • good computer games shops.

# FAMOUS CONSOLE PLAYERS OF OUR IT

Even Dance Energy presenter Normski can't go anywhere without a bit of entertainment from Sega! Even though he's an unlikely games player, the look on his face suggests that there's something wrong with his console. What do you think? If you have any witty one-liners that Normski may be muttering, jot them down on a postcard and send them to us. Alternatively, write your answer on the coupon below. There's a cart of your choice if you have the wittiest entry. So, get writing!

I think Normski is saying:

NAME.....

.....POSTCODE.....

Send your entries to: Normski's in the Place, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF. Entries to be received by 30 September.

# LISTENING BANK

Banks have always offered young people incentives open accounts with them, but Midland pride themselves being more than generous

Customers between the age of 13-18 can open a Livecash account and among the many benefits they'll receive, is a voucher for 25%

account with as little as £1 and in addition to vouchers for games, you'll also receive other shopping vouchers to the value of £70. Whenever a voucher is used, Midland will also replace it That means you never need pay full-price for a game ever again. However, there is one catch. Games have to be chosen form a special list that Midland publish. While most of the games are up to date, there aren't many to choose from, although Midland will be updating the service now and again. For more information, consult any Midland Bank.



When Sega agree to sponsor your Formula One racing car, it's not something to take lightly. Apart from all the publicity it's bound to attract, you have to endorse Sega's products

too. However, Damon Hill doesn't need much encouragement. When he's not beating everyone else on the racing circuit, he likes to relax playing Virtua Racing. Sega's main racing man reckons there's no competition when it comes to realistic racing sims.





Well, you hear it here first! A couple of months ago we reported that the Manga video classic, Akira is being converted to all Sega formats. Unfortunately, none of the ver sions will be completed before the end of the year, but Manga have more new video

to keep you happy in the meantime. First up is 3x3 Eyes part 2. Yakumo Fujii was a normal student until he met a young girl named Pai. Pai is the last descendant of the mystic Triclop Sanjian Unkara and after she saves his life, Yakumo is indebted to her. What he doesn't know is that forever, just like Pai. The only way they can re humanity. This is an 18 ce

unsuitable scenes and any kids reading this should make.

Next up is Judge. This is a chilling tale of the underwo wreak revenge on the living through a book known as t mild mannered office worker, who is really the Judge of I to take over the land of the living. However, the living has knew what it was! This is slightly less what it was! This is slightly less what it was! This is slightly less what it was! at it was! This is slightly less violent that

ly. Ultimate Teacher sees the age old struggle between a gym teacher and his Ganbachi is determined to beat his students into shape, but a few of them



# I died on the night of September the 21st 1693. I remember little of the next day.

On the 23rd, the times of day and night were equal throughout the world. It was the autumnal equinox, a very special time. But there was something more. There was a fantastic effect in the night sky over Consett. It started out unusually black but then began to lighten. A point of light appeared and slowly moved toward the brightest part of the sky. Then a swirling sheet of all colours uncurled from a circle eight miles wide. It twisted and moved like a gigantic flame of blue, purple, red, yellow, green, orange and all their shades and all their mixes. It reached higher and higher through the atmosphere. From the top, it spread outwards like paint being poured into the sea. The shooting star touched it and the shape of the flame changed. It seemed to be pulling the point of light downwards towards its origin. The starlight followed downwards and the colours swirled behind.

I cried. Not as a baby would normally cry from the sudden impact of the outside world after a warm comfortable stay but from the awe of the overwhelming spectacle that greeted me on my birth. The sky turned white with a shower as if from a massive firework thenjust as quickly turned yellow then the most vivid and beautiful red like the ultimate sunset.

My tears belied an unimaginable joy at life and an overwhelmingly serene feeling of achievement. I knew I had the secret. I am immortal.

But then the unexpected happened. Another spot of light moved through the sky. It was faster than the first. It was coming this way. Was it dangerous? Would it do any damage? I cried again, this time with fear. My mother hurriedly took me into the cavern to watch. The colours quickly flashed again into the midle of the red sky. There was a close sound of thunder. Again the shower of white, yellow and red which mixed into the already widening volume of red sky. My mother started trembling which added to my fear. I tried to speak but as yet I could not control my newborn body well enough. Something big was falling towards us so fast it whistled and I was completely powerless.

Hemember all things in the universe are linked in harmony.

The Alchemist



Write to the Alchemist and he will answer your letter. Ask him questions but not how to play games. If you wish, tell him about yourself, what type of computer you have, your birthday and the types of games you prefer. But do not try to speak to him personally as he will speak to no one. He has available many "games of great imagination" at fantastic prices and will send you a scroll containing current lists. If you pay Seven Pounds to cover postage for a year, he will send you a scrolled list each fortnight as he keeps acquiring more games and selling out of others.

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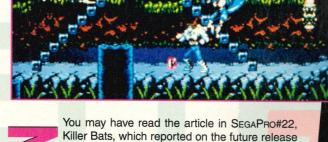
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© G.CARR





of Vampire Killer, a platform adventure that has

already made its mark on the SNES. Vampire Killer is hoped to be one of the most challenging and addictive games this year. It's set to be a big title in Japan and will now be released here about the same time, here's everything you will possibly need to know about Konami's November release.

The story begins in 1897 with Dracula having been lain to rest by Kincy Morris of the Belmond family. After many years of peace, World War I broke out and sent Europe towards a terrible circumstance with misery and darkness everywhere. History states that the assassination of the Prince of Austria and the table outbrooks of the

led to the outbreak of the war, but this is not the whole story.

Elizabeth Bartley was a vampire in the early 15th Century. She had sucked the blood from hundreds of girls, eventually coming to grief in Transylvania, where she was executed. She used a ceremony of evil to conquer the human souls of Europe and revive her dead uncle, Dracula. The Belmonds' battle is about to start all over again.

The five main characters to the story are Jonny Morris, Eric Lecarde, Drotia Tzuentes, Elizabeth Bartley and Count

Dracula. Jonny is the main character and Eric has been sent along to help him against the evil Count. As with the recently released *Jurassic Park*, you are given the option of playing as one of two characters, Jonny or Eric. In the SNES version you weren't given this choice.

You begin your journey in Dracula's Castle with the general idea to kill everything in the way and collect all the powerups as you proceed. Secret rooms and diverging routes are hidden in each stage, giving the potential for a challenging and deeply involved platform adventure.

As the game evolves into a deadly mission against the forces of darkness, you

are taken through scenarios such as the Leaning Tower of Pisa, the Palace of Versailles and finally Proselpina Castle. As in the SNES game, Castlevania IV, you face the evil Count Dracula himself

The Mega Drive version, will be called Castlevania – The New Generation and will be released during November. Until then, take a look at the latest screen shots and the new characters. A full review of the official version will be fea-

tured in next month's issue of SEGAPRO, so reserve your copy now!









# LAUGH YOUR

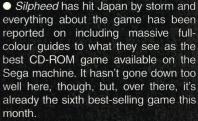
The CD-ROM version of a traditional Japanese board game, Mah-Jong, is to be released before the end of the year. We recently featured a story on the Mega Drive version, but this is updated and gives us even more reason for a good laugh.

Eight competitors travel the world in the Mah-Jong tournament, each with their personal strengths and weaknesses. There is a standard overhead view as you look onto the table – everything you could wish to know about the game has been included. The text is entirely in Japanese, as you may expect, but if you're conversant with the finer details of the game there should be few problems.

Eight competitors must play each other at various cities around the world including London, New York and Paris. Mah-Jong is very similar to poker in that it involves heavy gambling; the winner being the player with the best hand. Although no money actually changes hand – but then again I suppose it's possible – the tension could be unbearable for gambling fans.

If you know how to play Mah-Jong there may be hope for you, otherwise wait until some wacky software house decides to convert this officially, but expect a long wait.





● Sumo may look good, but it seems to be about as appealing as a cold bowl of rice for breakfast. The much publicised release has failed to live up to its expectations and doesn't offer anything new. It looks as if the pot-bellied pasta lovers will have to fight their battles in the ring, not on the screen.

● No longer are the characters that appear in RPG games being created from scratch, they are now designed using real people. Sugimoto is an attractive Japanese game freak who has just found herself in her very own video game. Unfortunately, the programmers haven't done her any favours as she sports a pair of school mistress' glasses and a stupid grin. It's unlikely that anyone is going to recognise her in the street: the graphics look worse than a poor Master System game.

• Lucky owners of the new LaserActive machine can dig their teeth into the latest release *I Will*. Everything from gambling to walking by the side of a river has been thrown onto the disc in an attempt to re-create what looks like a typical English lifestyle. Maybe the Mega-CD is a better buy after all!

 Continuing the LaserActive story, there is a strong possibility that several of its games are to be conversions from machines such as the Mega Drive and PC.

● If you're a betting person, the latest game from Koei could be of interest. Winning Post is a simulated race meeting where everything from putting down your cash to seeing the winner romp home has been included. If the first glances are anything to go by, it's going to have a very similar style of gameplay to King Salmon. I think I'll pass if you don't mind.

An ambitious Mega-CD role-playing game is being worked on at present in power mongering, war-faring Japan. Record of Londoss War follows the fairly unoriginal story of a battle against evil forces in a mysterious fantasy zone. A superb introduction sequence has been put together, but this is all that has been available so far and it is expected that the game will take some months to complete.



Dets Gets Jets Zets

Fans of the classic arcade puzzle

Fans of the classic arcade puzzle game, *Columns*, are in for a treat. *Columns 3* is under development and is to arrive in a 4Mbit cartridge, hopefully by Christmas. The object of the game is exactly the same as before, guide the falling bricks into the best position to make up a line or group of three or more colours.

Originally a two-player game, now four players can compete against each other in a fantastic head-to-head tournament. The Sega Tap makes yet another appearance to allow more addiction. Tougher gameplay, more options and the multi-player option are sure to offer a new lease of life to the out-dated original.

# ARCADE JETMAN

The latest release to hit the arcades is *Gundam*, a one-on-one *Street Fighter II* derived game featuring jet-pack powered robots. The aim of the game is to win the best-of-three bouts by hitting your opponent enough times to sap his

energy away to zilch. Does this sound familiar to you too?

There is a host of characters to choose from with a wide range of power-ups to be earned during the game. Special weapons and armour are among the best collectable items.

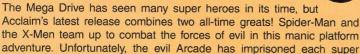
Gundam features state of the art graphics and stereo sound to match, but the gameplay doesn't initially seem up to the SFII standard. It could be just a bit too far fetched, what with laser beam-armed, jetpakfuelled fighters. The Japanese, however, are going crazy over this and it could well end up in a few arcades over here.





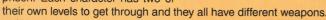
Feast your eyes over the next four pages to see what will be hot in the next few months. If you need some information about up and coming releases, then read on. You won't find a more comprehensive guide anywhere.

# ACCLAIM • NOVEMBER • £39.99



hero in their own personal hell. To get out of their environment, they will have to break through the security system. This means deactivating all the security cameras before anyone sees them!

At the beginning of the game, you'll play Spider-Man. To play a different character, you'll have to rescue one of the X-Men from prison. Each character has two of



Although the ultimate aim is to defeat Arcade, there are lots of level guardians and sub tasks to complete.

Fans of Spider-Man are bound to love this and with the added features of the X-Men, it's sure to be a hit. Look out for it in November.

# LETHAL ENFORCERS

Konami are currently developing their own laser gun to be packaged with this title. Little is known of the product at the moment, except that it will definitely not be compatible with Sega's Menacer.

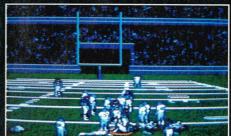
version remains true to the original. Terrorists have taken over the world and it's



of your trusty gun, blast your way around

five action-packed levels that are filled with ultra-violence. This features many digitised graphics as well as traditional shootem-up gameplay





Although Acclaim's strengths don't lie in sports sims, all of their efforts have been ploughed into this release. Featuring teams from the real NFL league tables, it hopes to compete with alltime great John Madden Football. Real plavers have been digitised for the

game and all-star teams are featured in the team line ups. The pitch is seen from an angled overhead perspective, to give players a more realistic view of the area. Unfortunately, this release won't be making the most of the four-player tap, but it will have a two-player option.

# FEBRUARY '94 . ETBA . CD



Battletech is a conversion from an RPG board game. Obviously, the action side has been spiced up a bit, but the gameplay structure remains the same. Based in the 28th century, Battle Mechs meet on rocky terrains to do each other in. If you're wondering what a Battle Mech is, well, it's a human-shaped armoured vehicle. Starting out as a rookie, you'll have to blast opponents to gain money for extra parts. There are 25 different

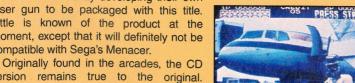


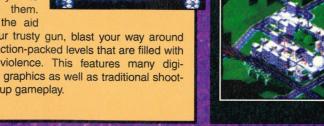
missions in all and five different terrains to fight on. There's also a twoplayer mode where human opponents can fight head to head. There are no plans for an official release, but if you're interested, see your local store.





This is a game with no morals whatsoever! Choose to lead one of 16 different countries, then plot your way to world domination. You control the chosen country's military, economic, foreign and domestic affairs, so you'll take the rap if it all goes wrong! Strategies are based on real world events and if you really can't handle being beaten, you could always nuke the rest of the world!









# DUNE VIRGIN • NOVEMBER • £TBA • CD



TIME

Dune has already been released for the PC and Amiga, and the forth-coming Mega-CD release will be identical to the computer versions. The graphics and sound have been enhanced for the Mega-CD hardware, so expect to see some of the best graphics on the machine to date. The adventure follows the film story line down to the last detail. As Paul, son of Duke Leto Atreides, your goal is to gain control of the planet Dune from the Harkonnens. The two families have been enemies since the year dot, but the Harkonnens are ultimately more powerful. The only way they can be defeated is by joining forces with the Freman, the original inhabitants of the planet. They have only one wish and that's to see the beginning of an eco-system in their world. If Paul can persuade them that he is the great leader who will bring them both freedom and life, they may just side with him.

Gameplay focuses on a traditional RPG, but this will definitely be more interactive than adventure games of the past. Live actors are used to play parts in the game, original film shots have been used and real conversations can be struck up. Look out for it in November. The computer versions were a huge success and this should be one of the best adventures to date if it uses the Mega-CD's advanced capabilities.

### BLADES OF VENGEANCE EA • NOVEMBER • £39.99 • 8Mbit





Set in fantasy surroundings, this is the latest platform shoot-'em-up from EA. Choose one of three characters and use them to defeat the evil Shadowlord. However, he won't appear until the last level of the game, so you'll have to destroy vampires, medusas and zombies if you want to keep occupied. Spells can also be cast on enemies and these can be picked up within the levels.

Although the game has a fantasy theme, it plays in real time. This means that different monsters will

appear at different times of the day. There's also a simultaneous twoplayer option so you can team up with a friend for a major blasting session!



# ZOMBIES ATE MY NEIGHBOURS KONAMI • NOVEMBER • E39.99 • 8Mbit



Two American teenagers have discovered something very strange in their neighbourhood. The whole area has been overtaken by zombies! The inhabitants of the town have either been eaten or fled and it's up to the two guys to clean up the neighbourhood. Set in a classic shoot-'em-up environment, (similar to *Gauntlet*), it also has extremely humorous overtones. Look out for it in November, it should be good.



# COOL SPOT VIRGIN OUT OCTOBER © £32.99 © 4Mbi

COOL 85%





Cool Spot has been out on the Mega Drive for a fair while now, but it's still

being developed for the 8-bit Sega systems. However, the lack of memory size or technology shouldn't mean that the 8-bit versions will be any worse. In fact, they contain many graphics taken directly from the Mega Drive original with no less than eight

levels and seven bonus stages! The MS version should follow in the footsteps of other excellent Master System games released recently and goes to show there's still life in the 8-bit consoles yet! *Cool Spot* 8-bit may not display all the polish of its big brother version, but it will have all the playability that the origi-

nal is reknowned for. All Sega 8-bit console owners will soon be tempted to help Spot collect cool tokens, while blasting baddies with lemonade fizz. This light-hearted summer release should put a sparkle back into the Sega systems, but it won't be heading for the beach until October at the earliest.

# CRASH DUMMIES ACCLAIM • DECEMBER • E39.99 • 8Mbit



They're back! After a rather ill-fated debut on the Master System and Game Gear, the Crash Dummies went into hibernation. The programmers went back to work on the release and have made many drastic changes to the game's appearance. The basic story remains the same, though: you must guide the Crash Dummies through a



week of stunt training. It's undecided how many levels will be included in the game, but it will definitely have more stunts than the 8-bit versions. Although the concept of the Crash Dummies is fairly humorous, it's yet to be seen whether they can really make an impact on the Mega Drive.

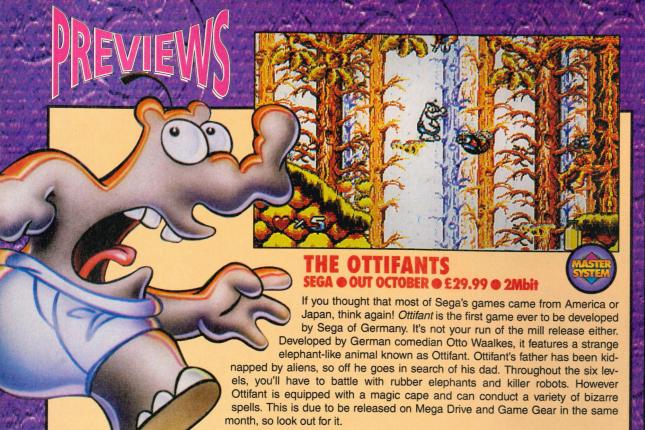
## BUBBA 'N' STIX CORE • JANUARY • E39.99 • 8Mbii



This is due for release on both the Mega Drive and the Mega-CD in early 1994. Bubba is an average kid who just happens to be kidnapped by aliens. They are collecting a sample of every species on Earth and



Bubba is their human sample! He's not too happy, so with the help of friendly alien, Stix, he devises an escape plan. The aliens are hot on his trail, though, and are determined to make him the number one exhibit in their alien zoo.



# CODEMASTERS • OUT NOVEMBER • £39.99 • 8Mbit

Cosmic Spacehead is the wildest alien tourist ever to grace our planet. His task is to prove to the planet Linoleum that the Earth exists. To do this, he must travel the planet taking photographic evidence.

This is an interactive arcade adventure that stops in many locations other than planet Earth. Cosmic will have to visit a space station, the planet Linoleum, and Detroitica to stop a workers' revolution from getting out of hand!

Each destination is split into a number of smaller play areas, where Cosmic can manipulate and use different objects. He can also talk to different characters

along the way. Cosmic is also controlled by a number of commands such as move, look, examine and use, which adds to the interactive feel of the adventure.

In addition to having a main mission, there are 32 sub-games to complete. Astro-car racing is just one of these and if finished, Cosmic will win extra money for his holiday. Graphics are cartoony throughout and have a unique blend of puzzle and arcade elements. Look out for the review next issue.

look pick up bolk sive use





Joe Montana is a bit of a veteran when it comes to football. He's already made two appearances on the Mega Drive and he's back for more with an all new CD version. Most of the gameplay appearance remains the same as the cart versions, but the player's view has been changed. This time, a 3D perspective is on the cards.

Joe Montana appears in digitised form from time to time and can be called on for game hints and advice. Although the Montana series has been hugely successful in this country, it's not been confirmed whether it will be released officially over here.





Bubble is a young boy who is obsessed with bubble gum. He's constantly followed around by a blue alien named Unfortunately, Squeak. Squeak has been entrusted to Bubble, so it's up to you to make sure they stay out of trouble.

Help the pair collect enough gum for the biggest bubble blowing battle you've ever seen!

Outlaw Mad Dog McRee and his mates have taken over a wild west town. They've locked

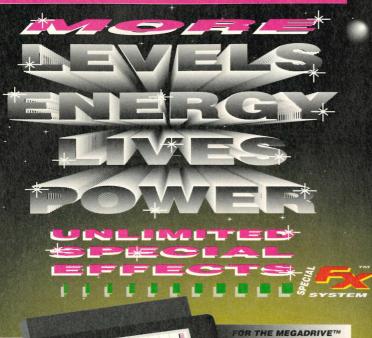
the sheriff in jail and have

gone on a bender, drinking the saloon dry and causing havoc wherever they go. You are a stranger to town, but according to the townspeople you're the best marksman in the business. You must shoot all of McRee's men and rescue hostages taken around the town. If you're good enough, you may even get to see old McRee himself. It's not been confirmed whether this will use the Menacer, but since it



was originally used with a laser gun, it's a high possibility.





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# DOMARK @ OUT NOVEMBER • £32.9

Mega Drive version was reviewed a couple of months ago, but the Master System and Game Gear versions of F1 are still under development. However, both versions are hoping to bring some new elements

into the traditional racing sim. As well as being incredibly fast, the title features real racing drivers, real teams and real racing tracks. Hills and tunnels have also been included, which is the first time this has been attempted on either of the machines.

To make the simulation even more realistic, Domark have also incorporated pit stops and varying weather conditions. If you're feeling really competitive, you could always have a go at their two-player split-screen option. So far, this has only been attempted on the doomed GP Rider, so Master System owners will be in for a real treat. For Game Gear owners, this is played via a Gear-to-Gear option. With so many different options, this could be one of the best releases this autumn.







releasing Micro Machines on the Master System and Game Gear. On both formats, it can be played in either one or two-player mode (using the Gear-link on the handheld) and offers over 27 levels of gameplay. Races take place in many different places, from the bedroom to

# the bathroom and each player controls a miniature racing car.

We've seen Art Alive on the Mega Drive and although it was fun, the lack of a save option rendered it useless.

My Paint is more of a general family title that either allows you to draw and paint your own pictures



screen from a library of pre-drawn pictures. This is obviously aimed at a younger audience and the only action you'll find will come from your own paint brush. Nice idea, but there's one serious flaw: even if you can save the paintings, what are you going to do with them after that?



Shut up and get in the ring! The guys from the World Wrestling Federation are back! This time they want you to join in their Royal Rumble (sounds a bit dodgy to me). If you're unfamiliar with Hogan and the rest of the boys, a Royal Rumble involves all the wrestlers getting in to one ring. They then beat each other up and the one left standing is the winner. That's about all there is to it really.

If you don't fancy a bit of a rumble, you could always enter a

one-on-one bout. If you don't fancy that, there's an option to play in either a tag-team or triple-team match. Although this doesn't use the four-player tap, two players can play on the same side or against each other in a head-to-head. Although the Rumble may be a new option, this sounds very similar to previous WWF games. However fans are bound to love it and if you've got a warped sense of humour, you might



# OCTOBER @ £39.99 @ 8Mbit

Apparently in America, Beethoven the St Bernard is a superstar! He's already been in his own movie and now he stars in his very own game. Beethoven



and his wife, Missy have just had children. Now, as you can imagine, they're very difficult to take care of. They've all managed to wander off and Beethoven has to get them back before Missy finds out. The two-player option sounds promising, but whether it features simultaneous play hasn't been disclosed.

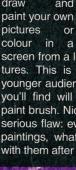
This is another game aimed at a younger audience, with the emphasis on learning more than action.

Rennovation may have concentrated their main efforts on converting old laser games lately, but they have got a few more titles up their sleeve. Speedway Pro Challenge puts you ion the seat of a Grand Prix racer. Set to challenge

F1 for the number one spot in America, it features fast and furious gameplay. All the usual racing options have been included and its two-player splitscreen mode will definitely please the racing fans, but it's unlikely to be released officially.









18





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VIN WINE



# NINJA OF THE "Nth"

Zool is a relative newcomer to the video games world, but he's certainly made a massive impact in the last year. After being released on the Amiga last Autumn, he rocketed into the number one position of the game charts and became one of the best selling games of the year.

Work has already begun on Zool 2, but the original is set to be released on the Mega Drive in November. The hype for it has already started and even at this early stage, people are hailing Zool as the new console hero. Sam "urai" Hickman visited Zool's creators, Gremlin Graphics to see just what the hero from outer space has to offer.



The game gets stranger as you go along! Here we have some lethal sticks of candy floss!

SE LE UL HE

remlin Graphics are a wellestablished software house, but they've only just started to develop games for Sega consoles. Their first release features their most successful and flagship character, Zool. This streetwise alien from the Nth dimension out sold other games by four-to-one when it was first released in September 1992. It's still selling as we

ATI EST LIES

# Nth" DIMENSION



This rubber duck is out to cause major grief for Zool, so he'll have to get out of the bath pretty quickly.

speak. The Mega Drive version hits the shops in November and as it's practically identical to the Amiga version, it should be just as huge a success on cartridge as it was on disk.

Zool is an alien space traveller. He's a strange character to say the least. Looking slightly similar to a small ant, but with the attitude of a super star, this alien being means business. Help him and he'll be your friend for ever. Cross him and you'll be wishing you'd never been born!

Zool's job is to travel through intergalactic space, spreading positive thoughts and encouraging free use

of imagination. During one of his extra special missions through deepest space, he encounters a few engine troubles. His spaceship goes out of control and he is forced to land on an unknown planet in a strange galaxy.

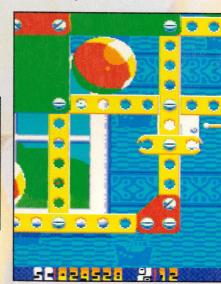


Flying gooseberries are one of Zool's biggest problems. Even if he zaps them, they keep coming back!

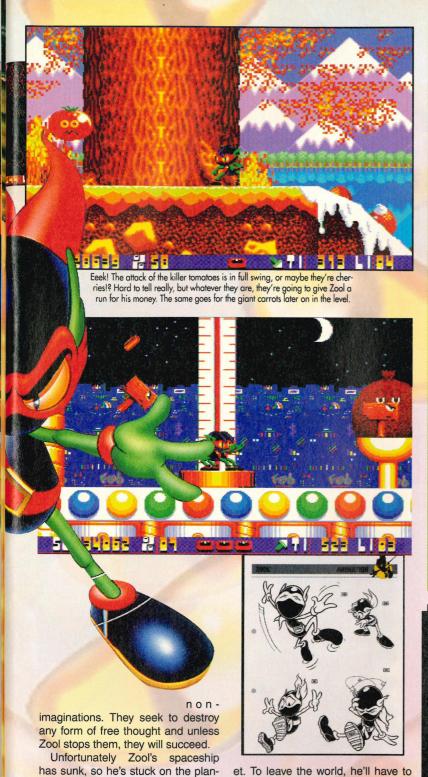
Previous experience tells him this can only mean one thing – trouble. Further investigation proves his suspicions correct. The forces of non-imagination (namely Krool and his assistant, Mental Block) have taken over the planet and have turned the most inanimate objects into killing machines.

Although Zool is from the Nth dimension, a totally different environment to the planet he's landed on, he has encountered non-imagination before. They are the sole enemies of Nth the dimension, who prothe mote power of

creativity, free thought and the benefits of positive action. The Nth dimension exists everywhere, even on Earth, and is always under attack from the



Sega Pro OCTOBER 1993



battle with the forces of evil and restore the planet back to its usual self. Difficult, to say the least! To make matters even trickier, Krool and his cronies have the ability to change into any object they desire. This means that in each level, the most innocent objects can turn out to be lethal killers. If each level isn't completed in a certain time, Zool will fail his mission and the Nth dimension will cease to exist!

However, Zool isn't totally alone in his struggle against the darker forces. His female equivalent Zooz will appear from time to time. She will mimic all of Zool's activities, helping him eradicate any enemies.

To destroy all traces of non-imagination, Zool will have to battle his through seven

# **GREMLIN IN THE WORKS**

The guys at Gremlin are a busy little lot, but after a lot of persuasion and a few beers, they managed to answer a few of our questions!
Did you ever think *Zool* would be the success it has been?

Seeing the product through development, we knew that Zool would be an outstanding game. Zool is more than just a game character. He's now a Ninja in his own right and is soon to launch his own merchandise. Although we expected Zool to be one of our most successful games, we were slightly surprised at how successful it has been.

How long has the conversion from Amiga to Mega Drive taken?

All said and done, it's taken nine months.

### In your opinion, which of the two versions is better?

Although Zool is the best game on the Amiga, we do feel that the Mega Drive version is better. We now have more experience in designing maps and the graphics have been improved. There is a fine line between making a game better and making change just for the sake of it. Therefore, the Mega Drive version is bigger, but the gameplay is in line with the original.

### Has a sequel to Zool been planned for the Mega Drive?

Zool 2 will be released on the Amiga in November, but we've no plans for a Mega Drive sequel at the moment. We're going to wait and see how successful it is and then decide.

Zool is primarily designed for the Amiga. Why will it appeal to Sega owners?

After the Amiga release, we were immediately asked for a console version. Since then, we have worked on a Mega Drive release. Zool is an instantly recognisable character and there are exceptional graphics on all versions.

### What changes had to be made for the Master System and Game Gear versions?

Both have fewer levels and the graphics have been altered. Gameplay has also been changes to make a more puzzle oriented adventure.

Any plans to release a version on the Mega-CD?
No comment (that means yes!)



Name: Paul Glossop

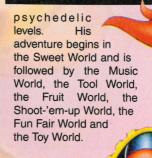
Age:

Project Manager Job: Lives in: Sunny Sheffield

Birds Eye frozen meals in a giant Yorkshire Pudding. Fave Food: Fave Music: Anything with a good beat and loads of bass.

Fave clothing: **Jeans** Big break: Being born

Fave person: Wilson out of Dad's Army. **Fave Game:** Super Mario Land





OCTOBER 1993 Sega Pro

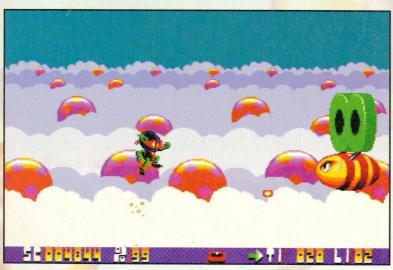




Zool is primarily concerned with saving the Nth dimension. To help the Nth force, he has trained for years to become an Ninja. expert This means that in addition to his extraordinary fighting powers, he is also incredibly

versatile. To get around each level, Zool has a variety of animated characterisations. He can punch, kick

and shoot enemies and is able to use magic on them. Magic is picked up in a level and although it can't be selected. once picked up, it will last for a certain amount of time. Some spells will wipe all enemies off screen, others will give him a shield or extra jumping power. He can also cling to walls, monkey climb, run, slide and spin



Aah! Monster bees with liquorice allsort wings! These guys mean business too – if you don't dispose of them immediately, they follow you through the level. Kind of like bees in real life, I suppose!



When Zool's not worrying about saving the Nth dimension he often gets some piano practise in. However, being a small green alien, he can't use his fingers. Instead he has to jump on the key, producing some less than tuneful noises.

# LET'S GO MENTAL

Zool's biggest enemy is the ruthless Mental B I o c k . Unfortunately,

Unfortunately, Mental dislikes anything that resembles fun, colour or life in any form. He works for

Krool the Unseen, Master Nothingness.

If there's one thing

If there's one thing that Mental Block can't stand, it's people having a good time. His ultimate aim is to destroy the

Nth dimension, although to do that, he'll have to destroy Zool. His special powers include the ability to take the form of any object he likes, therefore confusing Zool at any opportunity. Watch out for him, he's determined to curb the power of imagination at any cost.

# PROFILE

Name

Favourite colour Favourite sound Favourite meal Best friend Best Enemy Favourite Hobby Quotable Quote Ambition Mental Block

Grey Silence

Dry bread crusts and stale water.

Nobody Zool

Breaking things,

"Never mention the Nth dimension." To reduce the universe to nothing.



jump.

Zool also has a friend that can help him in his quest. She can't be controlled by the player, but she will copy Zool's actions. This means she can be used to kill enemies, although if she gets hit once she will disappear. Zooz can be found by jumping on the black and white Z pills littered around the levels.

Bonuses can be found in every level and range from extra lives to extra time and bomb pick ups. If you manage to get through each level and defeat the guardian at the end of the fourth stage, you'll be treated to a bonus stage. Here, Zool must navigate his spaceship through the planet, picking up bonuses and shooting Krool's cronies.

Graphically, Zool is very humorous and totally psychedelic! Each level has a theme, and that includes everything from the pick ups to the enemies!

The adventure is also played at incredibly high speeds. Our little alien claims to be able to whip *Sonic* 

OCTOBER 1993 Sega Pro

The Hedgehog any day and when you consider that Sonic is the fastest character on the Mega Drive, it's really a bold claim!

As mentioned before, when Zool was released on the Amiga, it was surrounded by an enormous amount of hype. Thankfully, the gameplay matched the publicity and the title was an instant success. The Mega Drive version is almost identical and has the same instant playability and addiction as the Amiga original. Although the two markets are considerably different, Gremlin have ensured that this is a character that will appeal to Sega console owners everywhere.

# **PROPLAY**

Zool is basically a standard arcade adventure, but it's also much, much more. There are hundreds of levels, a massive variety of graphics and although the gameplay has the same style throughout, it doesn't have the monotony of many arcade

releases. The
c on trols
are absolutely user friendly
and with so
much character animation, it's a joy

to play. However, it's very hard to compare this release to other titles. In some ways, it's similar to Sonic the Hedgehog, as the object is to pick up high speeds through a level, collecting bonuses and defeating level guardians. However, Zool has much more depth. There is a wider gameplay area to explore and the graphics are certainly more fun!

Each of the seven worlds offer little challenge at first, although by the fourth stage of each level, action becomes totally chaotic! Beginners may find it a little difficult, but

at least this is a game that you can get your teeth into. It's also big enough to keep

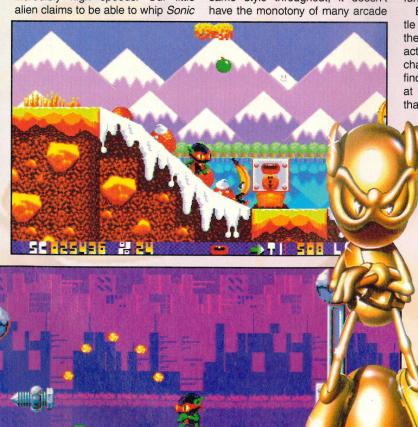
more advanced players occupied Each time you play, you'll manage to progress a little further and this definitely adds to the addiction of the adventure.

Basically, if you like arcade adventures then you're bound to find Zool the best thing this side of the cosmos! He's got bags of charisma, tons of attitude and a brilliant adventure to match.

Zool is currently undergoing its last play testing routines and although the game is currently considered finished, if the testers don't like it, the programmers may have to make last minute some changes. Look out for it in the shops around November, but if you can't wait until then, tune into next month's SEGAPRO for the full review!



NINJA OF THE "Nth" DIMENSION







ever closer to that of the actual sport.

t wasn't until the mid-Eighties that one of the first realistic football games was launched. From there, the basic features set the foundations for many future releases. The game was *International Soccer* on the C64 and it used advanced techniques, such as horizontal scrolling, the nearest-the-ball select mode and

also the revolutionary 8-way kick.
Since the humble days of these 8-way kick games, features have multiplied with new ideas bringing household football ever closer to the real game.

Such upgrades have not only been influenced by the philosophies of football, but mainly by the marketing

wave that
accompanies each
major football event.

In many ways, the World Cup and European Championships have supplied the platform for the whole football development structure.

World Cup Italia '90 became a popular release following the Italian's four-week bonanza of flair and glamour. US Gold capitalised with their mediocre licence. But was that bad? How many games did its poor showing initiate because developers were sure that they could develop a better version? Erm, very few actually!

That's all changing now, of course. Europe has always been a strong football continent, but with the upsurge of the Japanese football league and World Cup '94, which the

USA will host, the three largest Sega markets, namely Japan, USA and Europe, are now poised for a soccer onslaught. This time, though, because of the huge competition, and the ferocity of the critical press, most developers are striving to do it right!

Electronic Arts release EA Soccer on MD while December, Sony plan a late November release of Sensible Soccer on all formats. These are the two hotly awaited titles, but are there many more. In November. Accolade will release

Pele, while Acclaim are striving to find a licence for their footy game that's due out in the same month. Psygnosis will enter the fray in January 94, Codemasters

will have a footy game around the same time, Virgin are sure to release Goal sometime next year and US Gold have the license to produce an officially endorsed game that's sure to be released just before the actual event. Probe are developing Virtua Soccer - probably for Sega, but that's just pure journalistic speculation. And that's just European

developers. There's sure to be even more plans from the Japanese and American programmers.

## IT'S WAR

As the football scene on console reaches fever pitch, it's interesting to see just how many additional options

are now available to football enthusiasts.

During the

Eighties, a game of footy on your 8-bit computer would take an age to load and would probably end up being fairly simple to play. Yet, from those days, more features and options have been constantly

added to enhance the appeal, if not to make games more realistic. This has caused the development to become more competitive as com-

panies strive to produce the biggest-selling product to date. The rewards are huge: The programmer of *Kick Off* soon became a one-hit millionaire, while the company who published it, Anco, became a one-hit phenomenon. They are still raking in licensing fees, running into millions, from the product.

Current releases now contain penalties, free kicks, offside and, in the case of J League ProStriker, even the back pass rule where the goalkeeper cannot pick up the ball from a defender's kick! The after-touch effect raised the skill element when Kick Off offered players the option to curl amazing shots around free kick walls and control the direction of swerve during free play. Players were given more variety with control over types of kick strengths and direction of shots. There's now a greater flexibility with plenty of play options that provide more control and a greater feel of satisfaction.

The two most recent releases, J League ProStriker release from Japan and Sega's Ultimate Soccer, include most of the soccer rules and features, though the two games vary in appeal and class. However, both make use of the Sega Tap with Ultimate Soccer supporting up to eight players simultaneously!

Like live football action, the game on console produces different patterns of play and becomes very competitive and challenging. Every time you pick up the joypad, you know you're in for a different game – and that's why football video games are so appealing.







# MATCH OF THE DAY

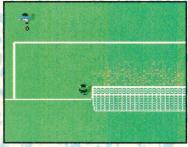
So, how does the gameplay fair on current releases? At the end of the day, all we want to see a football game that's playable and realistic.

It's all right having desktop stats and TV techniques, such as replays and fading score updates, but these must work with the gameplay to have any significant effect. Here are the games that are currently on sale, although you may be hard pushed to find some of the older titles.

### CHAMPIONS OF EUROPE **MASTER SYSTEM**

92%

Champions of Europe was released in 1992 to coincide with the European Championships when eight nations battled it out for the silver. Graphics during the intro sequences are of a high standard with the concept being very much like Kick Off. The fiddly player control is evident, although not too difficult to master, and after-touch provides extra skill.

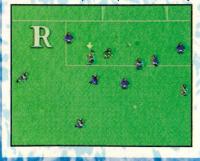


Champions Of Europe is THE football game for the Master System and nothing else has come close.

Speech bubbles from the players and referees add a nice touch to the drama while two-player matches enhance the play as the challenge becomes twice as interesting. Despite the limited options, gameplay is competitive and challenging.

### SUPER KICK OFF **MEGA DRIVE**

When Kick Off was released on the Amiga, the game became a classic as its unique control method and bucketful of options provided many



interested footy enthusiasts with a decent arcade game. The MD version includes the same informative and lively icon screens along with a smooth scrolling pitch and plenty of playing options such as free kicks, penalties and after-touch.

The dribbling is very frustrating as the ball doesn't stick to your feet. Although Super Kick Off has many credible features, there is still plenty of room for improvement.

### SUPER KICK OFF **MASTER SYSTEM**

80%

Like the MD version, this has many options that stretch to the depths of different referees and random pitch conditions. The pitch is plain, yet displays the action suitably. The same frustration of Kick Off controls - ie balls not staying at the feet - is evident, but once mastered, the challenge is enhanced.



More than three sprites on screen tends to slow the action down a little, but this is a very basic and playable arcade interpretation of football that has all the options you'd expect to see in a real footy match. The after-touch increases the skill factor and the

arrow icon selection boxes for corners only strengthen the strategic capabilities of Super Kick Off. Penalty shoot-outs can also be a lot of fun with the famous moving arrow that tests your reaction. This is a worthwhile footy sim despite the fact it takes a while to get into the action.

### SUPER KICK OFF **GAME GEAR**

90%

Even the small screen version of Super Kick Off manages a two-player gear-link option so you can play against a friend. However, playing a big game on a small screen takes time to adjust to with frequent screen blurs and poor visibility. Sprites are tiny and thumbs could well be sore before you even get to grips with the



comprehensive ever, though a few memory consuming screens have been left out. The absence of the scanner gives you a wide view of the whole screen that speeds up gameplay.

Super Kick Off was the first ever footy game on the Game Gear and is still the best today.

### **TECMO WORLD CUP' 93** MASTER SYSTEM 69%

The first disappointment about this release is the limited features. Okay, you can design your own kit and play teams with different strengths, but where are the free kicks and penalties?

The player sprites and game speed look promising initially. However, the sound pulls the ratings down with poor tunes and barely any sound effects. Scoring a goal is also

a rare occurrence with luck often being behind a miscalculated shot that somehow made the back of the

Tecmo World Cup '93 has a longer life in two-player mode, otherwise



detailed sprites and fast gameplay are overshadowed by a poor atmosphere and lack of options.

### TECMO WORLD CUP '92/ '93 MEGA DRIVE

The arcade version was very successful with its dandy player sprites that move with aggression and speed. The scaling close-ups during corners, free kicks and goals are additional features only distract from the action. This Mega Drive conversion lacks any skilful elements with passing being just too easy and shooting only amounting to a floating ball that's merely hit at goal in one direction with no spin effects or change of speed.

Sprites are given a lively image that look original despite the simple



Has recently appeared on import as the '93 version of the '92 origi-nal, but it's exactly the same game!

and thoughtless control methods. Two-player matches can be fun, but the pitch is too small and the content just too shabby and untidy.

### **ULTIMATE SOCCER MASTER SYSTEM**

84%

With Ultimate Soccer arriving on both the MS and MD, it was interesting comparing the two. The MS version has many of the MD release's options though the scaling technique isn't one of these. Nevertheless, the overall gameplay can become fun and very flexible to play.

There are a few dodgy sprite problems and the controls take time to get to grips with. Once the dribbling

# MAN OF THE MATCH

# J LEAGUE PRO STRIKER

The realistic control method lies behind the success of this release. J League ProStriker is the best footy sim to date as the programmers have focused on player control and movement coupled with worthwhile competition in its multi-player game. The presentation doesn't have too many stats, but they are there.

The Japanese text, omission of instant replays and the odd crash

here and there are only aspects the that let the game Everything down. else is perfect. The pitch is the right size, the ball moves correct with the weight, the players are animated well and perform daring such as moves flying



over-head kicks, slide tackles and they even cheekily raise their arms

Free-kicks, throw-ins, penalties, disciplinary cards, back passes, offto claim throw-ins! side and after-touch options further enhance the on-screen action. This is the closest translation of football yet, but the tournament and statistical options, while not bad, could be much better. Add the options of EA Soccer to the action in J League and you could have the best soccer game ever. We wait in hope, but it may take the skill of the Japanese programmers of J League to pull it off.

and passing is mastered, you'll have time to build up a style and learn to run past defenders with ease. Sliding tackles are often difficult to pull off, sprites don't move very well and the action is often a scrambled



and untidy affair, but the variety of options and an additional close up of the goal during penalties make this a worthwhile footy sim.

### **ULTIMATE SOCCER MEGA DRIVE**

70%

This is one of the latest and biggest soccer games to hit the software scene. There are many options and the introduction of a new perspective adds originality. Options include even the finer, less important, aspects of football that aid the cosmetics. All the features of footy are neatly presented with only the gameplay letting the whole thing



Sega's Ultimate Soccer uses a completely different view that scrolls in and out of the screen

The scaling could have worked better if the visuals were not so flickery. The pitch tends to dazzle you with its heavy lawn stripes and players have poor animation when tackling each other.

The up-down scaling perspective works well and the speed is fast, but the atmosphere is let down by poor sound and a dark and rather bare stadium. Although all the goods are here, they just don't deliver.

# **WORLD CUP ITALIA '90 MEGA DRIVE**

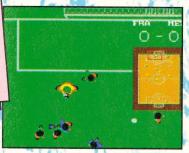
This World Cup endorsement originally received 80% when it was released, but the score has dropped because



much better games are now available. It's limited control method is its main fault. Overhead views are badly presented and the sprites are unsuitably large with little animation or realism.

The Italia' 90 competition and lack of competition was, no doubt, a major reason why the cart sold by the bucket load then, but it's not up to today's standard.

Overall, the predictable stats for all the 1990 World Cup qualifying teams are included, but, as often is the case, there is no originality and the game pales into insignificance when compared to Super



Kick Off where the same pitch view is used to such a simple, yet credible, effect.

### **WORLD CUP ITALIA '90** MASTER SYSTEM

Using an overhead view, this MS version looks very simple with its table-top style. Controlling the players is a lot easier than in Kick Off as the ball sticks to players' feet, but this is very unrealistic. In general, there isn't much difference between this and the MD version, though, on the MD, the standard of graphics and sound should have been a heck of a lot better.



### **WORLD CUP SOCCER GAME GEAR**

This second, and very recently released, GG footy game has superb intro screens that paint the World Cup picture to a tee. The game is the GG version of Tecmo World Cup on MS and MD with the same limited moves and a very easy passing system. Like Tecmo, the pitch is viewed from a TV camera angle and the pitch scrolls horizontally. The pitch is small when you compare it with the sprites, but the action can be absorbing and spectacular to watch. Goalkeepers move freely with realistic animation and the players can perform spectacular poses for overhead kicks, volleys, etc.

Penalty shoot-outs and a semimanagement facility for building up skill points provide players with more challenge; not to mention the



option. This is a great footy package and a good handheld alternative to the overhead view Super Kick Off



# **PROFILE**

Matt Webster

AGE:

Associate Producer JOB DESCRIPTION:

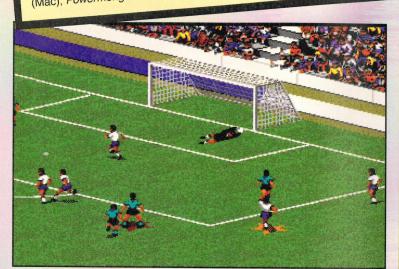
Windsor LIVES: Langley WORKS: Aliens FAVE FILM: Jeans **FAVE CLOTHING:** U2

**FAVE MUSIC:** Beck's Beer

Leaving school and joining EA. Powermonger (MD, M-CD), Lotus Turbo Challenge **FAVE DRINK: BIG BREAK:** 

(MD), Risky Woods (MD), Lotus Turbo Challenge II (MD). Birds of Prey (Amiga, PC), Powermonger (PC, Mac), Risky Woods (PC, ST, Amiga), Syndicate (PC, Amiga), Populous II

(Mac), Powermonger WW1 (Amiga, ST), Desert Strike (Amiga).



Goooaa...Wow, what a save that was. A stunning shot pulled out of literally nowhere so nearly fooled the goal keeper, but those hands could stop anything. Even the roar of the crowd (believe me!) is stunningly turned into gasps of exasperation as the ball is stopped.

were selected. We kicked off and the crowd broke into song, roaring as the ball floated into the box. A loud 'Ahhhhhhh' echoed around the terraces, and the office, as Matt's shot went wide. For a change, goal kick-outs prove to be somewhat of a novelty as you guide a view-box to the centre of the pitch and release the ball in the chosen direction.

You really feel in control of where the ball is going, but not to such an extent that it's predetermined by the CPU. Each player has a personal set of attributes and abilities (not to mention matching skin and hair colour) that gives you more control over what you're doing. The simulation, helped along by a fatigue factor to effect the dying minutes, is unmatched. From these first few

minutes on the latest version of EA Soccer it was plain to see this is going to be hot!







Using the special cursor, control over corners is a complete doddle. You simply aim and fire.

# **PROS**

The disappointing release of Ultimate Soccer has left football fanatics with little choice if they want a solid 90 minutes of football frenzy on their Mega Drive. EA Sports' International Soccer has been the subject of more than a years' hard work and, as the final release approaches, much work is being spent finding out what is likely to make the game a major success.

To begin with, football is one of the most popular sporting activities and there aren't any really good simulation games on the market. J League ProStriker isn't

# SOCCER COACHING: THE WEBSTER

planted firmer than Matthew Webster, Associate Producer for EA Sports' International Soccer. Since leaving school, he has worked his way through the ranks at Electronic Arts and is now a key figure in their EA Sports program. Jason "many questions" Johnson dug deep to find out everything about what is shaping up to be the best football game ever.

Electronic Arts haven't produced what is seen as an American, sports game before. Where did the idea originate

The idea originated in the UK about a year ago. To start the ball rolling we had to write a script, which I was responsible for, and put everything in it that we wanted in the game. This script then had to be approved before work could begin. Fortunately, we had a programming team in Canada and so we went to them with the ideas and that's how it all

How was the game developed from the early days and what were your original concepts once the go ahead had been given?

We had to decide what we wanted from the game. For starters, it was agreed that a 16Mbit cartridge would be used and that we'd really push for outstanding graphics and sound. What we also wanted to impress upon was the Al (Artificial Intelligence) of the game. The players in the teams had to play like their real life coun-

What outside influences altered the development team's ideas, for instance, research must have played a huge role in the early days?

Yes, we did a lot of research and mainly targeted soccer fans who regularly play video games. We used a total of eight focus groups, compared to the normal two, and that's only up until

now. We discussed the concepts and general ideas with these people and, in doing so, we were able to discover what directions to take with the development. The biggest decision, by far, was which pitch view we would use.

So why did you choose to use an isometric view instead of the conventional John Madden and NHLPA Hockey angles?

Well, it looks really cool and the realism gained is unmatched. If you are to watch a game of football on the television you'll notice that you're looking from a side-on angle, so this has to be the best way to play it on a video game. Another reason for the iso-metric view is that there's no advantage to playing up or down the field. unlike Super Kick Off and similarly viewed games.

What is going to make this better than any other football game on the market bearing in mind that several major software companies have a footy game on their release schedules?

There are around 16,000 attributes to the game and this includes absolutely hundreds of animated sequences, features and options. Of the 40 International teams every one will feature real-life players with personalised abilities, looks and passing skills. There are to be seven songs that the crowd can sing and you can select specif-ic ones for your team, there'll even be a roar as the players approach the goal area. As we say, "If it's in the game, it's in the game.'



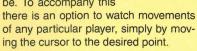


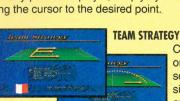


Football is a game of tactics, so no tactics - no game. EA Sports International Soccer provides even the hardest enthusiasts with everything they could dream of. Here is a guide to the best of what you can expect from EA Sports' football frenzy.

## **INSTANT REPLAY**

At any point in the game you can playback the action to view your golden moment, or not as the case may be. To accompany this

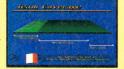




Choose how you're going to attack or defend with the Team Strategy select. All out attack, wide or defensive play are among the available options.

### **TEAM COVERAGE**

How much of the pitch certain parts of your team can cover allows you to tighten your defence or let loose on the attack.



### **PLAYER SELECTION**

Team players and their skill rating are displayed to allow you total control over their positions and suitability.







### **GAME SET-UP**

If you want a wet pitch, you can have a wet pitch. Hot, dry or soggy are on the list of options, as is a wind factor.

### **TEAM FORMATION**

There are six different team formations to choose from and you can see how they work with the onscreen map.



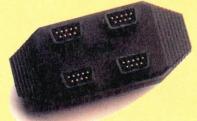


### **END OF GAME STATS**

Find out how well you performed with this concise guide to in-game statistics. Goals, fouls, saves and shots on goal are among the statistical data on view.

### **FOUR-WAY PLAY**

The best option of them all is possible with the Four-Way Play adapter. Plug in this compact add-on and you can play with or against three other friends.

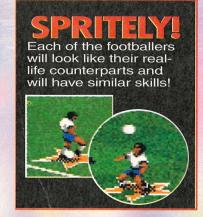


going to be released officially (boo!) and there is a huge gap in the market for a really classy football game.

Not only have EA Sports taken on the task of coming up with a high class game, but they'll need to beat off the competition as World Cup '94 approaches and many major software companies working on football projects. EA Sports' International Soccer seems to be one of the best football games I have ever played and if this becomes a widespread opinion, it cannot fail to be a massive hit. To discover what helps make the game so good, take a look at the screen shots and read through the options available.

Unlike cricket, football is a fast-paced, closecontact sport and International Soccer captures the difference.





# **PROPLAY**

The real test for any football game comes when you play it, although the graphics and sound must be realistic the gameplay is all-important. Super Kick Off failed to pro-

vide players with realistic play and was the worst version on the Mega Drive. J League ProStriker plays like a dream, but one-player mode tended to leave room for improvement. Any other football sims just haven't made the

mark. This is where EA Sports' International Soccer is different.

To start with the graphics are made up of over 2000 frames of animation and a realistic isometric view. It looks stunning and creates a real 'stadium' feeling as the crowd cheers, jeers and eggs their team on. There is an array of options to change the pitch conditions and team kits and finally the real player representation is not only in looks, but tactics and skills.

Controlling your players takes a little getting used to and finding the possible angles to score from is tricky. You can shoot from a long way out of the area and the goalies tend to miss the ball completely, but we were assured this is to be changed before the final release. Other than these slight problems the realism and tension are unmatched.





Children under 18 must seek permission of the person responsible for paying the telephone bill before calling. Calls charged at 36p a minute at cheap rate and 48p per minute at all other times. Maximum possible cost of call £3.60. MegaDrive is a trademark of Sega Enterprises Ltd. We are not endorsed by or related to them.

### SES EPTEMBER



### **ADDAMS FAMILY** ACCLAIM

This has already been a huge hit on the SNES and entertained gamesters everywhere. The MS version obviously won't be as sophisticated, but it should still be a brilliant adventure all the same.

£32.99

£32.99

£27.99

£32.99

# BART VS THE WORLD ACCLAIM

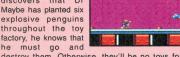
The Simpsons have to be one of the most popular families around, so it's no surprise to see them back on the Master System. Help Bart take on the world and hey, don't have a cow man! NR

### THE FLASH SEGA

The Flash is yet another standard comic book hero, out to save the world in any way he can. This looks set to be a typical platform game, although the graphics are well above average for the Master

# JAMES POND II US GOLD

When James Pond discovers that Dr Maybe has planted six explosive penguins throughout the toy



he must go and destroy them. Otherwise, they'll be no toys for anyone come Christmas time.

# MORTAL KOMBAT ACCLAIM

£32.99

Mortal Monday is looming on the horizon and the hype for this beat-'em-up has already begun. The Master System may not have as many characters or moves as the Mega Drive version, but it's certainly got all the blood and gore!

## **POWER STRIKE II**

When a young pilot is viciously shot down by Space Pirates, he is forced to spend many months in hospital recovering. Once healthy again, he swears to return to the skies to plot revenge on the ruthless pirates.

# ROBOCOP 3

£32.99

When Robocop first hit the cinemas in the eighties, a nation shuddered in their seats. This was a cop with total attitude! Thankfully, Robocop retains all his attitude in his first adventure. Watch out, or he could be giving you 20 seconds to comply.

# SPIDER-MAN 2 ACCLAIM

£32.99

Spidev has already made his second appearance on the Game Gear, even though it wasn't as good as the first episode. The Master System version will be similar to the Gear version, although some of the graphics will be different.

# GAME GEAR

# THE ADDAMS FAMILY ACCLAIM

£27.99 This creepy family keep themselves to themselves

but still the residents wan them out. Abigail Craven is the main ringleader and she'll stop at nothing to drive the family away.

# AGASSI TENNIS TECMAGIK

Andre has already made an impact on the Mega Drive a couple of months ago, but it's taken him all this time to arrive on the hand held. Will this effort prove to be as good as the Mega Drive



# BART VS THE WORLD ACCLAIM

£27.99

£27.99

Last time we saw Bart he was battling against the space mutants. This time he's taking on the world! Help him succeed or it may be curtains for the Bartman

# DOUBLE DRAGON VIRGIN

£27.99

The Dragon brothers have never been very popular, but this episode could be their worst yet. More of the same beat-'em-up action, with the same tired graphics.

# JAMES BOND DOMARK

£27.99

Bond, James Bond, isn't even finished at the moment, but as it's practically identical to the MS version, Game Gear owners should be on for a treat. Help Bond defeat his arch enemy, Greypen and restore law and order to the world once again.

# JAMES POND II US GOLD

£29.99

James Pond is in his element when he's swimming about in the sea. However, this time he fancies a change of scene and decides to don a land suit. Unfortunately, he's discovered that Dr Maybe has infiltrated the toy factory again.

# MORTAL KOMBAT ACCLAIM

£27.99

This is the first one-on-one beat-'em-up to appear on the Game Gear, but can portable systems handle the pressure. It seems so. The Game Gear version is almost identical to the Master System, although apparently it plays even better! RV

# ACCLAIM

Robocop is the meanest, toughest cop in the business. If you don't stay on the right side of law and order, he'll blow you away in an instant!

# STRIDER II US GOLD

£27.99

The original Strider may be little more than a memory to most Sega fans, but he's back with a bang. This time. Strider must rescue the beautiful princess before she is killed by



## MEGA DRIVE

# THE ADDAMS FAMILY

£39.99

This spooky lot are about to be given a dose of their own medicine. Although the family keep themselves to themselves, the local neighbours aren't too



keen on our ghoulish friends. She's determined to make them move away and has even captured the family in her latest attempt.

# BART'S NIGHTMARE ACCLAIM

£39.99

One day, while Bart was supposed to be doing his homework, he fell into a deep sleep. He dreamt of losing his homework and turning into all of his worst nightmares. Help him get over his fears, or you could be trapped in dream world forever.

# BASEBALL 2020 EA

£44.99

Baseball in the year 2020 may appear the same, but it has some very bizarre rules! For instance, the teams can be made up from a selection of human and mutant players. Bombs have also been planted around the pitch to add to the gameplay

# DRACULA PSYGNOSIS

£39.99

Although there will be no sign of Dracula on the Mega-CD until November, expect to see the Mega Drive version in the shops by late September. As Harker, you must defeat the evil ghouls and shape up for a battle with the fanged one



# GUNSTAR HEROES SEGA

£39.99

This futuristic shoot-'em-up is yet another adventure where good must defeat evil. Fortunately, when things get hairy, the Gunstar Heroes are always on hand to save the day. Although this is primarily a shoot-'em-up, many of the inter-level decisions are made through the throw of a dice.

### JAMES POND 3

James Pond has already had two successful episodes on the Mega Drive, so it looks as if our fishy friend can't put a foot wrong. Join him in his third adventure, where he, once again, battles it out against the evil Dr Maybe.

# MORTAL KOMBAT ACCLAIM

£49.99

Prepare yourself, the biggest beat-'em-up EVER is about to hit your Mega Drive. Never before has Sega's 16-bit seen so many decent one-on-one fighters at the same time!



# NHL HOCKEY '94

£44.99

EA have already produced two hockey sims for the Mega Drive and this release follows the same vein. New moves have been included and in this version you can even control the goal keeper.

# JURASSIC PARK SEGA

Jurassic Park has already beaten Last Action Hero at the box-office. However, on the console side it has no rivals. This is already out on import, so look out for the official version in a couple of weeks. It should be terrifyingly good!

# PUGGSY PSYGNOSIS

£39.99

When Puggsy crash lands on an alien planet, he is scared witless. To make things worse, the inhabitants are less than friendly. They're all out to get him and unless he can use objects to get out the world, he'll be stuck there forever. NR

# RANGER-X SEGA

£39.99

Unless someone can communicate with an alien cybernoid, he will succeed in taking over the world! Unfortunately no one can speak the cybernoid's language, so it was up to a psychic girl to predict its movements. However, the cybernoid kidnaps her, leaving it up to Ranger-X to perform the rescue.

# ROBOCOP 3 ACCLAIM

£39.99

We've already seen this game in its development stages many months ago. It's shaping up well, so expect to see a hair raising adventure soon!

# ROCKET KNIGHT ADVENTURES KONAMI £39.99

After releasing the brilliant Tiny Toon Adventures, Konami have followed it up with another excellent platformer. Follow Sparkster in his quest for all

# things good SHINOBI III SEGA

£39.99

Although this may seem like an old game (we reviewed it in SEGAPRO #17) it still hasn't been released yet. It carries the same theme as previous Shinobi episodes, though, so expect more traditional beat-'em-up ninja action.

# ULTIMATE SOCCER SEGA

£39.99

Sega have never been ones to release many sports titles and Ultimate Soccer is their first inhouse official sports' game. Utilising the four-player tap, it hopes to beat the pants off all other football

### WIMBLEDON

The tennis season will be almost finished by the time this hits the streets, but there's always an abundance of tennis sim fans. This has all the usual tennis options and even has some speech samples too. Check out the review this issue for a full low-down.

# MEGA CD

# BATMAN RETURNS SEGA

£39.99

Batman may have been dire on every other format, but the CD version is brilliant! Although the platform levels are similar to previous versions, this is worth buying for the driving sections alone! 86%

# INXS: MAKE MY VIDEO SEGA

£39 99

If you fancy Michael Hutchence or are a big fan of INXS, you'll love this. However, unless you fancy wasting forty quid editing Michael Hutchence's work for him, you won't find it much fun. 57%

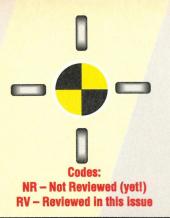
# SHERLOCK HOLMES 2 SEGA

£39.99

The first Sherlock Holmes was a huge success on the CD as it gave gamers something they'd never seen before. The second episode is much the same as the first, but it should still give fans something to shout about.

# WONDERDOG JVC

Although this was released a long time ago on import, it's still to be released officially in the UK. Wonderdog is stranded alone on a strange planet and without anyone to help him, he's left to find his



This is the only magazine that's brings you news of ALL releases over the next two months. Cast your eyes over this little lot and decide for yourself which games are worth buying.

Although these pages contain all releases that are correct when we go to press, don't forget that many games are delayed. This means that certain games won't appear when we've said they will. However, most releases are only delayed by a month at the most, so don't panic!

# **OCTOBER RELEASES**

# MASTER SYSTEM

# COOL SPOT VIRGIN £32.99

The coolest dude around is about to hit the Master System! This little round dot really knows how to make the best of his time and spends his life on the beach. Lucky blighter.

# CHUCK 2: SON OF CHUCK CORE £32.99

When Chuck goes missing his baby son, Eve, knows who the culprit is. Gary Critter is up to his old tricks again and is holding Chuck captive somewhere deep in the jungle. He sets off into the jungle on a mission most kids wouldn't even dream

# DESERT STRIKE DOMARK £32.99

It's taken well over a year to convert this title to the Master System, but it should be well worth it. Shootem-up fans should definitely check it out.

# **DOMARK £32.99**

The Mega Drive version has been highly rated by all magazines, so things already look hopeful for the MS version. Race your way around different tracks to become F1 champion of the year.

# HOME ALONE SEGA £32.99

Ah, the fun you can have when you're on your own! Why is it that all the interesting things seem to

# £32.99

Ottifant's dad has been kidnapped and he's left all alone. He embarks on a search for his father in this bizarre six-level platform adventure from Sega Germany.

# ROAD RUNNER SEGA £32.99

Join Road Runner in his eternal quest to out wit that dastardly wolf, Wile Coyote. Wile has laid thousands of traps throughout the game, but will Road Runner foil his plans ever again?

# SONIC 3 SEGA £32.99

It's here! Everyone thought it would appear round about Christmas, but it's been scheduled for an early release. The Game Gear and Mega Drive won't be seeing Sonic 3 until next year, so MS owners are in for a real treat!

# STREETS OF RAGE 2 SEGA £32.99

The original was a classic in its time and although it's only recently been converted to the Master System, work has already begun on the sequel. The second episode features the same action, although there are new characters and different graphics.

# ULTIMATE SOCCER SEGA £32.99

Sega are releasing their first football title across all formats. The Master System version isn't as sophisticated as the MD game, but it's definitely more playable.



# GAME GEAR

# CHUCK 2: SON OF CHUCK CORE £27.99

Chuck Rock has been kidnapped and it's up to baby Chuck to rescue him. He embarks on an expedition through deep jungle to find



# DESERT STRIKE DOMARK £27.99

An Arabian madman is about to take over the world unless you stop him. Take to the skies and blow him off the face of the Earth.

## **DOMARK £27.99**

Battle your way around the toughest circuits in the world to become racing champ supreme. Fail and it's the end of your career. NR

# URASSIC PARK SEGA £27.99

You know the story. The power is down in Jurassic Park and the dinosaurs are running wild. Capture them, or it could be you they eat next!

With his magic cape in hand, Ottifant goes in search of his kidnapped father. This looks action-packed an platformer with just a hint of surrealism. NR



# STAR WARS US GOLD £27.99

Anyone who ever got into the Star Wars trilogy will be cheering at the thought of a computerised adventure! This sees archetypal hero Luke



battling his wits against the evil Darth Vader. One of the biggest action/adventure titles to ever appear on the hand held.

### TIMATE SOCCER GA £27.99 SEGA

The handheld is about to be flooded with footy sims, but this may prove to please most owners. Play against teams from all over the world and become

# MEGA DRIVE

# ASTERIX AND THE GREAT RESCUE SEGA £39.99

Asterix was a huge success on the Master System and it's surprising that a Mega Drive version wasn't released earlier This takes loads of characters form the original Asterix and could be a totally cute platform adventure.



# JCK ROCK 2: SON OF CHUCK

When Gary Critter kidnaps Chuck Rock, only baby Chuck can save the day. He embarks on an adventure, crushing baddies and drinking lots of

# DAVIS LUP I LIVING DOMARK £39.99

Developed by Tengen, this is one of the best tennis sims about. The control is a cinch and the gameplay offers a great challenge.

# FANTASTIC DIZZY CODEMASTERS

Dizzy is an egg from another dimension. His mission is to get around his world, avoiding the evil wizard Zaks. He has turned the resident woodland creatures into killers and it's up to Dizzy to set them free.



# **DOMARK £39.99**

Now that Sega have sponsored the Williams' cars in the Formula One championships, it only seems fair to have a good game out there. All the thrills and spills of conventional racing and a few more too!

# F15 STRIKE EAGLE II MICROPROSE £39.99

This flight sim intends to bring airborne battle into the Nineties. With an improved control method and loads of different missions, it's certainly shaping up

# HAUNTING EA £49.99

When Guy's relatives decide to knock him of for the family fortune. they don't bank on him returning from the dead. However, Guy has been granted special poltergeist abilities and goes back to haunt them.



# INTERNATIONAL RUGBY DOMARK £39.99

Rugby never seemed much fun when it was freezing cold on a wet Wednesday afternoon. Armchair sport is definitely much more enjoyable, but does the gameplay match up?



# ANDSTALKER EGA £49.99

We've already seen this game on import, but as the main text was in Japanese we had a few problems understanding it! This time the text will be in English, so the gameplay should be excellent!

# THE OTTIFANTS SEGA £39.99

Ottifants is a platform game packed with strange humour and bizarre graphics. Ottifant is a small elephant-type animal who has lost his father. Join him in his search for his dad.

# SNAKE, RATTLE AND ROLL SEGA £39.99

This release features a snake as the main character. What with this and Ottifant, it seems as if Sega are moving into more bizarre fields!

After months and months of speculation, SFII will finally appear in October! Start saving now, this is the most expensive and most hyped game of the vear. Don't miss it!

# WORLD CUP SOCCER ACCLAIM £39.99

It seems as if everyone is developing soccer games these days and Acclaim don't intend to be left out. In this, you'll find all the usual football options with a few secret ones too!

# WWF ROYAL RUMBLE ACCLAIM £49.99

They're back! No sooner had the boys made their first appearance on the Mega Drive they were back for more! Check this out if you're an old crony who enjoys acting like a kid.



# &C MUSIC FACTORY: M.M. VIDEO

Hopefully Sega will release three of these games in a month, then forget all about them. They're not exactly value for money and after you've played them once, they become totally boring. NR

# ECCO THE DOLPHIN SEGA £39.99

After changing the face of Mega Drive games, Ecco will appear on CD too. However, it's almost the same as the Mega Drive version and is a pretty disappointing effort.

# KRIS KROSS: MAKE MY VIDEO SEGA £39.99

Watch Kris do his stuff, then see if you can do any better. There are loads of video techniques to pick up in this game, but unless you intend to take it up as a career you may find it slightly dull.

# SEWER SHARK SEGA £39.99

This is yet another disappointing Mega-CD release This promised Mega-CD owners the Earth, but failed to deliver anything spectacular. Merely, a futuristic shoot-'em-up where you must enter sewers and kill rats.

65%

### SONIC CD SEGA £39.99

This is yet another CD release that owners have been waiting for! This time Robotnik has kidnapped one of Sonic's fans, Amy Rose. What can he do, but

# THE TERMINATOR VIRGIN £44.99

This is Virgin's first CD release and although it's similar to *The Terminator* on the Mega Drive, the graphics are far more sophisticated. As Kyle you must destroy all the Terminators before they destroy the rest of the world.

### UNDERHAWK RE £44.99 CORE

This is hotly tipped to be THE game of the Autumn. Boasting to be the only game that shows off the Mega-CD's capabilities, it's been hyped as a flight sim of the highest quality. digitised Featuring graphics and special flight techniques, it could be what we've been waiting for.



# **REVIEW SYSTEM**

# **NTRODUCTION**

Just a quick rundown of the story behind the game. Usually a quick resumé of what the inlay says – but not as boring.

# PROVIEW

The real meat of the review. Here you can find out what we think of every single element of the game. We'll walk you through the game, talking about the graphics, sound, how it plays, and interesting things you may encounter. This is the most informative part of the whole review.

# PROTIPS

Just a small slice of help that should make your first few minutes of play less frustrating and hopefully a lot more fun.

All the info you'll need. The phone number given is of the main supplier in the UK and who the Pros got the game from. If the game's on import only, it'll contain an importer's phone number only.

The Action/Strategy bar reflects how much strategical element is in the game – it does not mean that the game is a strategy game you have to read the review comments to discover a game's category.

PROSCORE
We pick out the good and bad points for graphics, sound, gameplay and challenge. While a game may score highly on graphics and sound, it may severely lack in playability. If this is the case, the scores will reflect it. The overall ProScore is calculated from our final opinion of the game, taking into consideration every single factor – including price! This is not an average of

# ProYo!

A ProYo! is awarded to any game which receives a rating of 90% or over. Any game which does fall into this prestigious category should definitely be in your collection.

# ASTER GEAR

Every Master System review features a section which details how the game played on the Game Gear through the Master Gear convertor. Are the graphics visible, etc.

# I WANT A SECOND OPINION

Each game review's score is awarded on the game's own abilities; on how well it was programmed, how well it plays and what it offers the gameplayer. Although the Pros award scores, what we say in the reviews gives you more information to what the strengths and weaknesses of a game are.

By reading the review, you can make a decision whether the game is for you. To help you do this, we have included the second opinion comments. That means that you get the views of not only the reviewer, but also another Pro who thinks that the game might suit them. The opinions give the view of someone interested enough to have a look at a decent game.

If you want to get games on import, then there are a few points worth remembering which mostly concern the type of machine you own and the games that will run on it.

Japanese machines will run all UK, USA and Asian cartridges, providing they don't have the notorious "PAL lock" on them.

UK machines will play UK and **USA** carts without any

problems, but can't play Japanese carts without an adaptor. Also, some Jap carts will only produce a picture through the AV socket on the back of the Mega Drive. This means that they can only be played on a SCART TV or a monitor.

The obvious disadvantages with import games become apparent when you try and play a Japanese RPG when you can't speak the lingo! However, shoot-'em-ups, beat-'emups and platform games need very little in the way of instructions, so these should be okay.

**JURASSIC PARK** The terror of a park capturing the rebirth of a prehistoric dinosaur age now arrives on console. See how the special effects and prehistoric theme have been interpreted.



It's a game of find the family in a house that's bursting with clues. combination of puzzles and action makes this a promising platformer.



FANTASTIC DIZZY He's a small, very eggshaped adventurous sort of guy who has been entertaining on screen for years. Now the MD gives this guy the chance to puzzle.



A strategic game that stretches to high altitudes with the red tribe up against the blues. See how this Populous sequel fairs as populations diminish in battle.



THUNDERHAWK 79%
Take control of an AH73M chopper and battle
through ten of the world's war-torn
regions where targets mean merits
and merits mean medals!



The Dizzy mania has now swept to all Sega formats with this MS version hoping to create the same quality of cartoon and puzzle effects other formats boast.



Take part in the world's most famous motor racing championship and battle it out with the top drivers. Can this release come close to the MD version?



CHUCK ROCK 2 71%
In this sequel the aim is to collect sweets and ice lollies whilst avoiding anything reptile. A platform adventure featuring puzzles and dinosaurs.



The ancient Ninjas contrast with futuristic robotic matter in the third release of the Shinobi platform chain. Check out the changes on page 74.



A much-hyped Jap shoot-'emup that presents a polygon spectacle of large interactive backgrounds in what appears to be an unfashionable, straight forward; trigger release.



Make a turn for the better from mortal human to wolfchild warrior in a platformer where the hearts mean power. Does this platformer offer any originality?



SUPER OFF ROAD

SUPER OFF ROAD

Dust over your opponents in a race covering 12 different dirt tracks that will have you splashing and jumping your way to victory. Collect the dosh for gaining that edge.



SUPER BASEBALL 2020 82%
Swing into action in a futuristic baseball bonanza where the robots and humans mix — with bat and ball making the steel. This is no game of rounders!



WIMBLEDON 80%
It's time for a visit to the all
England club for a thrash
around with up to three mates. How
does the first MD multi-player tennis fair
in comparison to tennis in general?



The Shang Tsung holy event now goes portable with only Kano failing to appear. Link with a mate and draw blood in a battle that strips lives and souls.



The heroics of star fleets from Star Wars make a small screen spectacle of a classic sci-fi movie. It's Luke Skywalker, Death Stars, Asteroids and all that.



Give yourself a spinning head as you'll become Dizzy over the puzzling adventure on a small screen. Make sure the batteries are charged for this one.



One of the huge all-time classics leaves it until the fourth in the series before it's seen on the MD. Find out if Gauntlet really is still going places or not.



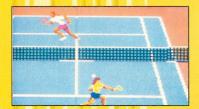
INTERNATIONAL RUGBY 59% Get into some wet and dirty rugger with a line up of International sides that aim to try. Is this another tame sports sim or does it offer realistic concise gameplay?



The impressive MS version boasted brilliant graphics and addictive playability. See the small screen version of the toy factory wonderland.



Challenge Agassi and the rest to a game of tennis on the old handheld and see how this compares with the mediocre affairs on the MS and MD versions.



The warrior with the instincts and posture of the wolf makes an intrepid attempt to prove himself as a warrior and become a combat hero by punching and shooting his way to glory.



Wito and Flo have made sure their brother has a hasty death so the inheritance promised is ensured. Play a ghostly role and scare your relatives for revenge!



BART'S NIGHTMARE 75%
Bart's in a deep sleep
with a homework
collection mission. The street sequel
presents Bart in his true world with
that cocky image to match.



Biotechnology is the scientific solution to disease, pollution and death. A process where DNA (deoxyribonucleic acid), which can be found in all living organisms, can be tailor made to create perfect, living specimens. Interest in this new phenomenon grew during the mid-Twentieth century and people like John Hammond wanted to turn all this knowledge into hard cash. How else would you go about becoming ridiculously wealthy other than create something nobody has ever seen, but something everyone wants to see.

Jurassic Park, this ingenious, though completely mad, multi-millionaire's creation, is a theme park where you can watch creatures millions of years old in a reconstructed atmosphere akin to their own.

This is the game of the film that has proved to be one of the biggest box-office hits ever. This is *Jurassic Park*.





Oh yes, this is the life, don't you think? The prototype version of Jurassic Park's River ride takes you into the very depths of the wilderness where you're given more than the usual glance of the tremendous dinosaurs. Grant, the guinea pig of the ride, is having a problem or two in that he needs to find fuel and some of the falls are a little more stomach churning than he expected.

urassic Park is the most spectacular adventure this year and a long awaited Sega release is finally here. If you're a fan of dinosaurs, and let's face it who isn't, Jurassic Park has the potential to fulfil your dreams. Dinosaur freaks, read on...

And so the story begins. You can play as either Dr Alan Grant, or, if you prefer, a vicious Velociraptor dinosaur. Things have taken a turn for the worse on John Hammond's Costa Rican island and the dinosaurs have escaped!

There are two objectives to Jurassic Park, a game of two halves. If you're playing as Grant, you must escape from the park, but if you're the Raptor you must track down and kill Grant.

At the start, you select your character and play through either five (Raptor) or seven (Grant) levels of side-on viewed platform adventure. Along the way, you will encounter numerous baddies, your agility will be tested to the full and, most importantly, you will need to find the way out. Each level has a secret exit which you must find to proceed. This may sound relatively simple, indeed it is for the first two or three levels, but as you reach the halfway mark things start hotting up. More traps, more nasties and an assortment of scenarios keeps the action flowing and the difficulty rising.

Looking at past platform adventures, the main difference between

them is the graphics; each game although being similarly structured has its own style, colouring

through the levels with the Raptor first. This way you can find the exits easier and then go through with Grant, collecting passwords as you go.



I WANT A SECOND OPINION

After waiting for ages to get a look at this game, I don't feel that Jurassic Park quite lives up to its hype. Although the graphics look fairly plush, they all have a kind of rough edge, making the adventure look unfinished. Unfortunately, most levels have a few bugs and this is totally inexcusable. Saving that, though, there are some brilliant sprite movements and the adventure has a Flashback feel, only it's faster. However, this lacks the polish Flashback and considering it's based on Spielberg's brilliant film, I can't help feeling a little disappoint-



Paleontology is the study of extinct life.

Sega Pro OCTOBER 1993





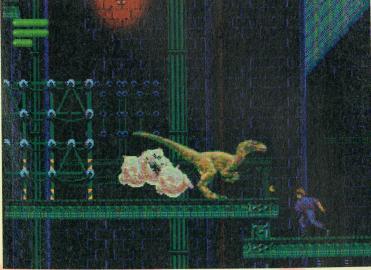
A quick hop through the Jurassic Park Power Station before breakfast has got to be the best fun you can have. Grant doesn't appear to be doing things right and is about to become breakfast himself.

prehistoric age, while still giving games players

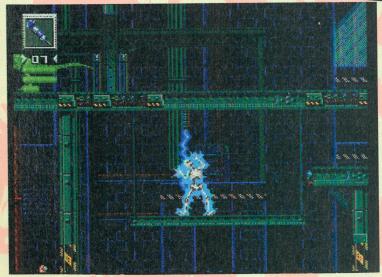
something to keep them playing. It does this surprisingly well.

Each level, whether you're the Raptor or Dr Grant, creates a certain mood. For example, The River stage is a dangerous journey down furious rapids. The rushing water has been carefully recreated and the way the dinghy speeds up or slows down creates an anxious emotion. You find yourself taking particular caution as you approach every drop, just as if you were actually there.



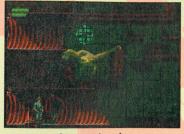


No mate, you don't wanna do that, you wanna run as fast as you can. It looks as though the mortal human has just thrown a large stink bomb in the direction of our evil friend or has the Raptor just farted?



Yikes, what a shock! Grant is clearly exposed when a bolt of electricity hits him. This is quite a humourous part of the game, but don't worry too much about Grant, he can give the dinosaurs a few shocks with his stun gun.





Raptors have a tendency for jumping about, hunting out humans for their lunchtime snacks.

The sound effects are realistic in so much as we know what a river or volcano sound like. Some of the dinosaurs sound like chickens, but as smaller dinosaurs have been compared to the egg-laying poultry anyway! The roar of the Tyrannosaurus Rex is enough to prove that the programmers know their chickens from their dinosaurs.

To help Grant through the treacherous sections of the game, there are various weapons and ammunition to collect. The most useful of these are the tranquilliser darts, which

GRANT'S WEAPONS

Each of these weapons can be used to stun dinosaurs. The darts are the easiest to fire, but the effect doesn't last very long. A stungun must be used at close range and has three charge settings; the longer you hold the button down the bigger the shock. Grenades are best at long distances or awkward angles, and the rocket just about takes care of anything in the way. This is what they look like in your weapon-select icon











come in two strengths, and the devastating rockets. Grenades and an electric shock can come in useful when the bigger reptiles decide Grant is on the menu.

Raptor is less fortunate in that it doesn't have various weapons at its disposal. Instead, a gouging double bite, shake, slash and kick protect it from being stunned by the onslaught from nasty humans. The best way to attack is pouncing on anyone in the way, believe me. Instead of writhing in agony, they







When using Grant, A selects your weapon, B fires the weapon and C is jump. When using the Raptor A bites, B kicks and C jumps. Hold the D-pad up with the jump button to reach higher platforms. The D-pad moves the doctor and the dinosaur in the standard directions.

## CTIO

▲ Colouring and shading of each level is brilliant, as is the animation of the dinosaurs. ▼ Too many errors, such as Raptor walking in mid-air, spoil the otherwise perfect graphics.

▲ A creepy atmosphere is created and the background noises are great in each level.

▼ The roar of some dinosaurs is a little dubious and doesn't blast through the speakers.

## VI CELVIV

▲ Various extra controls over the Raptor make it a fun and realistic character to use.

▲ Loads of pick-ups to find and various weapons to use keep the interest level high.

## · E E I

▲ Two games in one makes for extra value and gives you far more to do.

▼ Once you've been through the game once,

you're unlikely to return to it in a rush.

# ROSCORE

An addictive and challenging platform adventure that will keep you on the edge of your seat. A few bugs spoil what is otherwise an excellent game.



## DINOSAURS

These creatures, deserve a special mention. Even the Pteradactyl makes an appearance in the game, but not the movie (?) and, of course, the annoyingly dumb Brontosaurus. So here they are in order of appearance:















appeal to you. The realism the dinosaurs. though a little dodgy in places, is just as good as seeing the movie. This is a very good game and despite matching up to hits such as Another World

If you are a fan of the movie,

have read the book, enjoy challeng-

ing platform adventures or just love

dinosaurs, Jurassic Park is likely to

and Flashback, which it closely resembles in gameplay, it should provide many hours of fun.

Jason "triadic" Johnson



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tures boast the same qualities of the leading sprite with their own personalised behaviour patterns. The objects are easy to recognise, which is a vital feature for players who need to solve puzzles by associating the purposes of their components.

Backgrounds use cartoon style



During the street stages, you have a small map to help you find the extra clues and unexplored areas.

Playing Fantastic Dizzy on the Mega Drive is somewhat of a disappointment after enjoying the Master System and Game Gear versions so much. The graphics are cute, aren't particularly fantastic and the game tends to suit the 8-bit formats much more. If I had played this version before the others, I may have had a different opinion, but the others are better.

The concept of Fantastic Dizzy isn't new by any means, but it is for the Sega consoles. If you missed out on the computer versions of Dizzy, or just want a teasing puzzler, it's worth checking out.



colour and detail to

maximum effect to

create a wonderland

even change from

light to dark, thus

change from day to

Fantastic Dizzy is

Mark "Egg Head"

the

emphasising

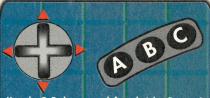
dusk.

When you find a slide puzzle, you can gain an extra life. Time will run down quickly so you'll need to create the perfect picture with speed. As you can see, in good showbiz style, I managed this with barely a second left.





CART SIZE .....8Mbit PLAYERS..... STAGES ..... 14 SKILL LEVELS.....1 FEATURES .....none CONTACT Codemasters @ (0926) 814132



Use the D-Pad to move left and right. Button A brings up the inventory and status screen whilst B will pick-up/drop objects, open doors, talk to characters and use lifts. Press C to jump.

## CTION

- ▲ The humble Dizzyland community is created
- with outstanding detail and colour.

  A The backgrounds change with time so emphasise daytime turning to dusk.

Every time the scenario changes, so does the bright and cheerful array of tunes.

▼ Apart from the quality, there is really nothing special about the few sound effects.

- ▲ Many players will feel a great sense of achievement solving each of the puzzles.
- ▲ There are so many interactive characters and backgrounds to explore throughout.

- ▲ There are 250 stars to collect and some can seem impossible to reach at first!
- ▼ Why is there no password facility when the adventure is so big?

# PROSCORE

Fantastic Dizzy is a well put together adventure with informative puzzles and bright, lively backdrops. Collecting the 500 stars offers a huge challenge! The pilots who go into a war behind the controls of an AH-73M Thunderhawk are classed as the elite of the elite. The chopper is seen by the forces as the ultimate flying machine in aviation technology. The pilots are the proud fighters who get to fly such an asset.

Now you have been called up to join the crack helicopter combat-assault team, and use your skills and judgement over 10 different war scenarios around the world. Your job is to diffuse crisis situations such as the oil conflicts of the Middle East and the South American canal invasions. You'll battle over war torn deserts, icy snow and lake regions, dense American jungles and Middle Eastern canvons. Success is merited with medals and you now have the job of proving yourself in battle to build up an honourable career.



Out in the barren Asian lands, the primary target comes into view and you let off one of the powerful guided rockets that'll do the job quickly. The white dots on the map indicate all your primary objectives for this mission

sequences to Thunderhawk come as no surprise, since many CD releases boast impressive and credible graphical presentations. The pictures don't drag, like some, and form an essential part of the build up to a war game that covers

ten different battle scenarios. As a Thunderhawk pilot, your objective is to tackle each war crisis region around the globe and this can be done in any order. For each operation there are five missions to complete and medals to be earned.

> Missions vary depending on the landscapes for each operation and usually you'll be aiming for either buildings, communistructures. armoured vehicles or boats. Aircraft are also present, but are not usually primary targets.

When all the glossy opening sequences have passed and you're in the cockpit, it becomes clear that this is more of an arcade flight of fancy rather than a realistic

## **OPERATING** THEATER



## OPERATION 1

## South America: Arms running

The hostile forces are supplying the terrorists in the area with arms and your job is to break the supply chain and take out the plant.



### OPERATION 2

## South America: Stealth Down

The Stealth Bomber has been shot down in a South American jungle and your main task is to stop this plane falling into enemy hands.



## OPERATION 3

### Panama Canal: Canal Crisis

The merchant shipping has come under attack from forces on both sides of the canal. Safeguard the shipping at all cost.



### OPERATION 4

## Central America: Recapture Town

The Guerrilla forces are holing incident civilians captive. The area needs clearing and the town must be liberated.



### OPERATION 5

## Alaska: Bio-research

Radio contact has been lost with the highly sensitive bio-research bases. Intelligence indicates that enemy forces are present. Destroy any captured materials and defend the convoy.



## OPERATION 6

## Eastern Europe: United Nations Convoy

A besieged town is in need of medical supplies and your task is to defend the UN supply convoy and clear the enemy forces.



## OPERATION 7

## The Middle East: Escort

A UN task force is trying the recapture friendly territory from enemy forces. Escort and aid the liberation of the enemy base and stop all enemy forces.



### OPERATION 8

## The Middle East: Oil Dispute

A major oil refinery has been attacked by an unknown force and your objective is to defend the installations and halt hostilities.



## OPERATION 9

## South East Asia: Chemical Warfare

The neighbouring countries are under threat from armed forces and you must stop the enemy and render the chemicals harmless.



## OPERATION 10

## South China Seas: Piracy

Bands of sea-pirates operate in this area and you have the straightforward, yet dangerous, task of defending the shipping and destroying the pirates.





in height. The fact is you can't fly very high - so it's almost pointless bothering with altitude at all. It's also quite surprising how slow the game can be with full throttle not capturing the kind of speed that this kind of game demands.

chop-

per sim-

ulator,

back-

look

but

detailed enough with an accurate

perspective of distant landmarks

and a smooth scaling effect to

goes, there aren't too many compli-

cated dials to worry about. An

armour level indicator shows your

damage for the present mission and

the map camera pinpoints the

ground objects and current terrain.

This facility also targets on the pri-

mary objectives, so all you need to do is bash the trigger! The radar

displays ground air threats by use of

colour with the white dots informing

you of the deadly incoming missiles.

with a simple forward push on the

D-Pad for speeding up a simple

rotation technique when static or

rolling. The disappointment comes

Controlling the helicopter is easy

As far as cockpit instrumentation

match.

CD=0=0 DH I

grounds

the

From the simple 'spoon-fed' takeoff, it's best to go for the primary targets, blow-'em all to

bits then get out the perimeter zone as soon as the mission complete message comes through the radio. This is often a simple and very quick task, but too much time-wasting will get you into trouble. You have 16 rockets, over 60 missiles and infinite gunfire onboard and it's up to you which lead is spread on targets.

The targets are well drawn with a

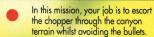
WANT A SECOND OPINION

Yeah, this is more like it. Smooth, fast and slick were words that came to mind as the intro sequence appeared on-screen. about it Everything except the rather sad missile sequence - is superb. Graphically, Thunderhawk is easily the best game available on the Mega-CD and beats Silpheed by miles.

games, they look good, but play awful. The gameplay is a far from imaginative and it's fairly boring flying around aimlessly destroying targets. There may be missions to complete and a few awards to gain, but it's run of the mill stuff I'm afraid.







scrawly effect that captures the struggles of war through the snow bound plains of Alaska to the dusty river basins of the Middle East. Explosions and engine noise are relentless and it's often best just firing at will when a cluster of primary targets is spotted. It's all very much adapted to the arcade games player rather than the budding pilots who like to build up their aircraft skills

Thunderhawk has power and guts as combat sequences, such as columns of smoke and sinking ships, reflect the devastation and fire displays that warfare always produces. It's a shame the battle zones are all of an equal and small size, with the fence being your escape for a completed mission. Interest is strong at first, but lack of variety in mission objectives and the added frustration of having minimal flexibility for shaping strategies puts a doubt over lasting interest.





▲ The slightly rough graphical effects create a brilliant war scenario through all the locations. ▲ It's so realistic seeing an army vehicle explode with an aftermath column of smoke. ▲ Put the earphones on for some intense and suitably dramatic music during each location.
▲ The relentless sounds of rockets, cannons, and bombs work so well with the visuals. GAMEPLAY ▲ The visual perceptions of war situations

enhance the absorbing and realistic action.

T After a while the action tends become repetitive and a lot depends on chance.

## CHALLENGE

▲ There are ten different locations comprising of five missions that are there for completion.

JNDERHAWK

CD ACCESS...Medium PLAYERS..... 1 STAGES ..... 10 SKILL LEVELS......3

FEATURES .....save

The chopper controls are very easy. Press A to fire

a weapon, B will allow you to control the altitude and C selects a target. Use the D-Pad to control

speed, rotate and roll. PRESS Start to pause the

ATEG

Core © (0332) 297797

CONTACT

CTION

OUT OCTOBER

▼ Missions are far too short and lack any real variety throughout the campaigns.



Arcade action starts off as a fast and explosive experience with good scaling, but it soon becomes evident how little change there is in later missions.



As with most Mega-CD

## Mark "Brigadier" Hill



The opening screens feature incredible scenes of a space craft moving around a complex of docks with sampled speech creating a science fiction movie scenario. The overall effects are brilliant with the presentation sequences immediately giving the viewer a clear picture of the story.

The radio messages were clear enough to send a chill down the spine of the sole pilot. Equipped with the very latest in spacecraft technology, he had a mission of a lifetime ahead. He takes a deep breath as the gates of the space dock open. There is no turning back now. The ship's launch triggers off battle station alert on enemy ships. Strike fighters group into attack fleets and attempt to take out the sole crusader. Get ready to take up the challenge...

his import release from Japan offers the

player a new perspective in shoot-'em-up technology. The 'lone crusader in deep space' scenario is continued through multiple levels of polygon and fractal effects that enhance the feel with old ideas presented in an original way.

The opening sequence to the first level is initially disappointing with the mindless shooting of enemy waves being a critical blow to the high expectations gained from the opening sequences. The sprites are so small, despite the effective scaling and perspective, and you begin to wonder whether the big space ships seen during the intro will ever appear within the action.

Silpheed is a pure shoot-'em-up where enemies attack in various patterns, but the gameplay is just the same as any game that you'd see on an 8-bit machine. It's when you see the later stages that it becomes clear how the old ideas have been transformed to stunning effect with origi-



The components that make up a space station are fairly easy to avoid, though they can catch you out if you take them too lightly. In the distance, a band of enemy fleets appear through the gaps in an attempt to turn you into space dust.

nal perspectives and mind-blowing action sequences.

Level one offers very little in the way of stunning backgrounds as you begin against a rather empty space backdrop. However, level two throws in with huge masses of asteroids that require close attention and lightning reactions to avoid. The huge polygon boulders spin past you at speed and you'll need to tilt between bullets and asteroids at great speed to avoid critical damage.

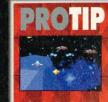
With every shoot-'em-up, optional

icons can be collected to enhance weapon supplies and energy. Invincibility and special smart bomb weapons are available when they arise and repair icons appear every now and then to replenish your energy shield.

At the end of each level, you'll encounter a larger Boss ship that you blast until it explodes whilst avoiding the scatter of bullets it emits. Again, what's supposed to be the guardian of the fleet is actually quite an easy target with its weapons having no unique features compared with the rest of the space ships.

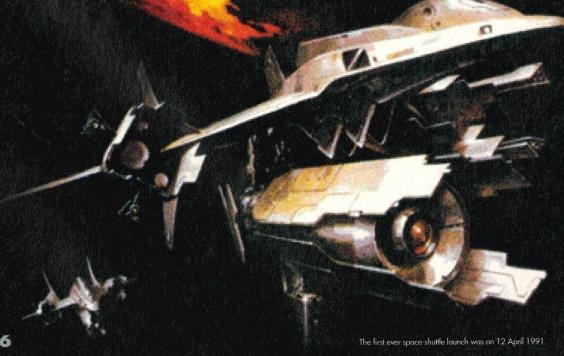
The between-stage weapon select screen allows you to upgrade your attack capabilities with weapons that range from alternative firing directions to homing missiles, bombs and special weapons, such as Photon Torpedos and Anti-Matter bombs.

Controlling the ship is fairly easy; you can zip between the enemy fire



The best method of attacking enemies is to power ahead into the fore.

where bullet-dodging is a lot easier and catching the waves of nasties while they are still grouped becomes a quick and clean task.



with ease on early levels by thrusting forward, into the foreground, and catching the enemy waves before they split up. The secret is to keep moving and attack many enemies head-on to avoid the loose bullets that fly out from the sides.

Enemy craft will not be your only concern as huge rotating lasers, thin battle station channels and gaps in the space stations can make life tricky. Later levels are much like Star Wars: you fly through a battleship complex that's full of enemies, rotating laser guns, incredible pulses of energy and much more.

The huge backgrounds make this appealing and accompanying speech throughout enhance the scientific atmosphere of a futuristic war zone in space. Unfortunately, only shoot-'em-up fans will appreciate the action, but the large polygon graphics used in the background are like nothing seen before.

Mark "space cowboy" Hill

I just love saying it, "We told you first!" In the August issue of SEGAPRO, I wrote a report on Silpheed after playing it at the Chicago CES. My views haven't changed; it's still just another tarted up Space Invaders clone.

The additional animation that you are treated to during stages is all very well, but the gameplay is disappointing. The animation sequences are the best that there's been on the Mega-CD, with loads of scaling and rotating, but the loading time between them and the wait to start a stage, take me back a few years.

I can't recommend this to anyone, because it's been so hyped that you'll probably expect too much - even after reading this review!

PAT



The opening level begins above good old Earth with the kind of graphical image we'd expect to see on a NASA space screen. It's an initial disappointment to see such small sprites and a view that shoot-'em-ups used many years ago.



Now, here we have some really tasty action with an incredible display of fragments shattered by an explosion of the huge station to the right. The debris floats in all directions, but it is just a neat display – it doen't do any damage.!



When the huge asteroids appear on level two with an accomanying radio message screaming "bank right, bank right!" then you'll need have quick reactions in steering clear whilst avoiding the enemy attacks. Follow instructions and all should be well.



When you reach the station, memories of the battle through the Death Star in Star Wars comes flooding back. Space is tight and hitting the walls can be terminal. It takes a fair degree of skill to survive this!



SILPHEED

£60 CD ACCESS.....slow PLAYERS..... 1 STAGES .....12 SKILL LEVELS.....2 FEATURES ..... continues CONTACT

**Importer** 





Use the D-Pad to guide the SA-77 Silpheed around the screen. Buttons A or C will activate your infinite weapon supply while B will use any special weapons you may have picked up that are limited.

## CTION

▲ Huge polygon graphics give you incredible views and an absorbing sci-fi experience. ▼ It's a shame the enemy sprites are small as the interactive backgrounds are big.

▲ The radio style speech samples strengthen the perception of the space environment. ▼ Music is rather tame when you compare the CD quality of sound on other releases.

## Wiles IV

▲ From level three onwards, you could be forgiven for thinking you're playing in a movie!
▼ There is nothing here, by way of gameplay, that's better than games before it.

## OF ALENCE

▲ The further you play, the better it gets with each level becoming more challenging!
▲ Very difficult to progress more than a stage at a time and you won't finish it quickly.

# PROSCORE

Detailed and versatile polygons create a space atmosphere that's full of special effects, but once you wash away the cosmetics, the gameplay is bare.

In a far away land there are good, evil and bad people fighting from dawn to dusk in a bid to be hailed as the Grand Champion. The tournament they are competing in is Tsung's Shaolin Shang **Tournament for Martial Arts.** Shang, an evil dictator, rose to power through treachery and unsavoury prowess, but his bodyguard, Goro, will never allow his master to come to any harm.

There have been times when Goro, an ugly, fourarmed, half-human, half-dragon moron with incredible strength, had little to do. CEGA PRO SEGA PRO This 2,000 year old **Prince** of Kuatan developed into a family man in his earlier days - having no less than eight wives, but these matrimonial ties PRO SECA PRO SECA have been put to one side. There is pride at stake and the tournament is the place to prove that he is man enough to guard Shang Tsung.

Master each of the fighter's moves and special moves before trying to play on the tougher levels. Easy level is hard enough for starters!



Sub Zero appears to be kicking some butt, or atleast the score is pretty massiv Sub's special trick here is the 'vertical splits' but with the reputation Johnny Cage has for punching in the goolies, he d be well advised to give it a miss:

he block-busting, bonebreaking arcade phenomenon called Mortal Kombat is set to reach the colour portable. Yep. you're the proud owner of the nifti-

est

thing since sliced bread, you can join in the fun. Early pre view plays confirmed that this was going to be big, and now is the chance to find out if it's as good as it promised!

Well, the sprites are certainly big as they smoothly bound across the screen and try to kick each other into the ground. Ooops, that's the demo screen! Fortunately, the on-screen detail is brilliant with blood flying everywhere - presuming you discover the blood code - with Death Blows and Special Moves included. The only quibble as far as the graphics

are concerned is that there are only two backgrounds, both of which are fairly plain. The real quality of the game, however, emerges when you take the controls.



Sonia has taken a bit of a fancy to our man Scorpion, blowing him a kiss!

Nearly all the fighters have been included, with the exception of Kano; as in the Master System version. The manner which they move about the screen is superb with flying kicks and leg sweeps being particularly smooth and realistic

There is more of an addictive quality about this when compared to the Mega Drive version.

Although there are limitations in sound and overall presentation, which shouldn't be knocked much. the whole game has been very well together Probe have done a remarkable job on transforming this to the portable. It just has to be, dare I say it, checked out.

> Jason "K.O'd" Johnson



MORTAL

CART SIZE .....4Mbit

PLAYERS......2

STAGES ..... 10 SKILL LEVELS.....4

FEATURES ..... continues

Acclaim @ (071) 3445000

The D-pad moves your character left, right, up and down. It is used together with the buttons for various moves, special moves and death blows. The controls are reasonably responsive, but they do take a while to become accustomed

CTION

CONTACT

▲ The sprites are very big and move around

the screen in a very smooth manner. ▼ With just two backgrounds, they can become

## a bit boring and repetitive to look at.

Atmospheric background music and ample

sound effects make a big change for the GG. ▼ As with the background graphics, the music can become annoyingly repetitive.

## MEDIA

▲ Nearly all the moves of the original to master, and the Death Blows are there!

▼ Sometimes the fighters fall down from a Leg Sweep when they haven't been hit.

## CHALLENGE

▲ Tougher than each of the other releases and is sure to keep you addicted for ages.

▼ There is a tendency for the game to increase in toughness only in the endurance rounds.

# **PROSCORE**

Big sprites certainly give this brilliant one-on-one fighting game an edge over similar releases. It's more difficult than the MD and MS versions, too.



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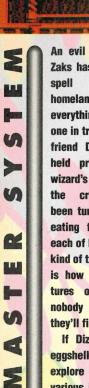
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An evil wizard named Zaks has cast a black over Dizzv's homeland leaving everything and everyone in trouble. His girlfriend Daisy is being held prisoner in the wizard's castle, all of the creatures have been turned into nasty Dizzyeating fiends. What's more, each of his buddies is in some kind of tortuous dilemma. This is how the fantastic adventures of Dizzy begin, but nobody knows how, or if, they'll finish.

If Dizzy is to secure his eggshell future, he must explore the land made up of various islands in an attempt to rescue his girl, bringing normality back to its natural inhabitants. To do this, he needs to find numerous items scattered about the place, which is not an easy task. Daisy is impatiently waiting for her Dizzy love, so it's time to embark on a few fantastic adventures of your own and venture into

unknown...

To kill the Dizzy-eating plant near the beginning of the game, use the weed killer which you can find towards the far right, by the waterside.

> t last, the hugely popular Dizzy makes his debut on the 8-bit with an astounding supply of taxing puzzles, cartoon tragedy and

fun-filled gameplay. Dizzy is 'fantastic' and Master System owners now have the opportunity to find out just how fun he really is.

The single thing that struck me as soon as I powered up was how similar this is to the Mega Drive version. Dizzy looks and acts the same, the graphics are in a similar, cutesy toonstyle and boy, is it just as brain teasing!

Dizzy's adventure starts in his house within the yolk folk's tree-top village. His task is to rescue his

loved one, Daisy, defeat the evil Zaks, who has cast a spell over the entire land, and restore everything to its former glory. Covering a massive playing area, this is a task that is going to take more than a couple of days to finish. the most hardened gamers will have their work cut

> Controlling Dizzy is relatively simple. An inventory,



entrance and see what you can see, durr!

which holds up to three items, is accessed and activated through an onscreen inventory. The general idea is to collect items and use them so that Dizzy can progress through the level. Each area is massive and you must collect 250 stars to

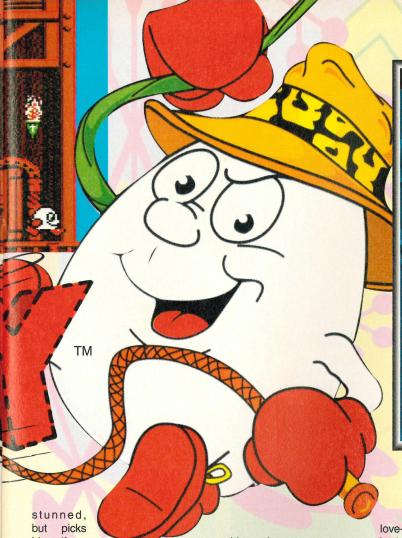
finish them properly. There's a plentiful supply of power-ups, in the guise of various fruits, to replenish Dizzy's easily-depleted energy bar.

Dizzy jumps around the screen in a frenzy of activity and always looks as if he means business. If he falls to the ground from a

SEGA PRO SEGA

SEGA PRO SE

Dizzy has been about on the computer games market for five years, already selling over two million copies.



I WANT A SECOND OPINION I thought that Fantastic Dizzy

would be a stripped down version of the Mega Drive title. How wrong I was! This has nearly every feature of the Mega Drive version and it plays just as well! It's also very refreshing to see a game that relies on thought processes rather than mindless shooting. The graphics are outstanding for the Master System and the controls are also very smooth.

I must point out, though, that Fantastic Dizzy is not an adventure that will suit everyone. Unless you like your games Sunday-afternoon style, *Dizzy* may leave you hungry for some bloodthirsty action!

himself up able characters are and continues as happily as ever. Dizzy is one of the zaniest and most courageous characters around.

Every level is massive and graphically amazing. The time spent on attention to detail is apparent and there are absolutely loads of animated sprites. The backgrounds are of a similar quality to the animation and they help create an idealistic atmosphere. Even the sky changes from blue to black, recreating day and night.

It's reasonably easy to find your way around a level, but picking up items in the correct order and sussing out where to use them is what makes the game so addictive. Often, you find an item, such as the correct key to operate a lift, only to discover that you left something in another room and cannot pick it up without traipsing back.

Fantastic Dizzy is a game for all the family; and a blindingly good one at that. The original nature of the gameplay and the harmless,

perfectly combined with superb graphics and sound - each of the background tunes and sound effects are brilliant. Don't miss out on what is one of the best platform games for a while.

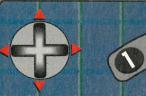
Jason "spinning top" Johnson



You're about to venture onto the wildest ride of your life. Dizzy uses the barrel to float downstream, collecting the stars as he goes. Strangely enough, you're able to go upstream without any problem, but this is a fantastic world afterall.







Control Dizzy in the normal way by using the D-pad. Up and Down move the cursor on your inventory and B activates highlighted items. A picks up items, makes the lift move up or down and allows you to enter a room.

## CTION

STRATEGY

- ▲ These are easily the best graphics I have seen on the Master System.
  ▲ Sprites galore enhance the detailed
- backgrounds to a mind-blowing level.

**0%** 

- ▲ Jolly music through each of the levels, helps the overall theme on fun.
- ▲ There are times when the music becomes repetitive as it doesn't change very often.

- ▲ It's simple to access your inventory and use
- a special item at any time.
  ▼ A few annoying instances when Dizzy rolls down a slope and hits a spider or other nasty.

▲ Hundreds of stars to collect and over 60 puzzles to solve — and that's just for starters! ▲ The puzzles are often ingenious, always tricky and easy to complete in the wrong order.

# **PROSCORE**

The Codies have done the business with this on the Master System and it deserves to be a huge success. The whole family will just love to play it.

We left Chuck and his wife, Ophelia, after defeating the terrible Gary Gritter. The presumably thick Chuck has developed over the past 18 months into a successful entrepreneur. He started to build his own little empire with the Rock-Et – a car with a difference. Around about the same time, he became a proud father. Chuck's life looked to be taking a turn for the better.

Two hoods, under instructions from Chuck's boss, arrive at his office and hurtle him into the back of a van not before persuading him into a large brown sack!

Meanwhile, a brick is thrown through a window at Chuck's house and lands on his lovely wife, Ophelia. A note explains that she must sign over the factory or Chuck is chalk dust! Baby Chuck jumps out of his cot with club in hand and shouts "I'll be back!"

And so, the <mark>adventure</mark> begins.



Baby Chuck loves sweets and will get to them any which way he can, even if it breaks his neck in the process.



This is one of those fun mid-game sections that aren't as simple to finish as they look.

52



A secret to staying alive is not to be trodden on by dinosaurs as this can be a very painful experience. It's no good trying to hide from them either, they're everywhere and the only way of avoiding their clumsy feet is to stand between their legs.



Believe it or not this is the final guardian that Baby Chuck is likely to encounter in his journey through prehistoric mania. Daddy Chuck finds this to be most amusing and laughs away as his son risks life and limb for the fat, ungrateful melon head.



fter month's of hard work by the dedicated Core Design team at their Derby offices, Chuck A Rock 2: Son of Chuck has

arrived for the Mega Drive. It's Core Design's first independent attempt at publishing their own licenced

title after years of producing Sega games for the likes of Virgin, Sega Japan, JVC and Sony. We were eager to find out if it lived up to their other hits that Sega gamers have been enjoying for vears.

In Son of Chuck, each of the six levels is filled with a plethora of colour; the shading and parallax stand out from most other platform adventures. There are absolutely hundreds of sprites on-screen most

of the time, with the blending and animation of larger dinosaurs looking far better than in the original. Each of the six levels has its own glossy look, creating a wide enough variation of scenarios to keep the interest high for some time.

As in the original, there are huge dinosaurs walking across the screen

even one level

where you walk across a dino's back. What must be a daunting experience for baby Chuck is when he's virtually trampled on by an absolutely massive creature in one of the earliest sections. Dangers such as this tend to creep up in various parts.

## I WANT A SECOND OPINION

I was a fairly big fan of Chuck Rock, so the sequel was eagerly anticipated. Although the same theme runs through the game, it has a very different feel, due to the main sprite. The graphics remain lush, although there are lots of different dinosaurs and enemies.

Unfortunately, although Son of Chuck is great as platformers go, it has one major downfall. It's far too easy and with only a few levels, it won't take long to complete. This is very disappointing and at £40 a throw, there's no excuse for it either. Stay away unless you're a total beginner.



An aimless Baby Chuck flys through the sky and lands with a thud, giving the poor little dino a smack.



Wah, you're an ugly dinosaur if ever I've seen one, so I'm going to bash your head in.







Search around the levels before going to the exit and you may find bonus sweeties and powerups that will help in later lev-

Oh yes, sweeeetieeees! Jump up to the ledge above and mint, brazil nut and eclair toffee's are yours. Meanwhile, a strange looking spaceman aimlessly fires his thrower off into the already boiling lava, just waiting to toast Baby Chuck's toes.

bonus games, which if completed successfully, will reward you with extra lives and other bonuses. They're fairly simple to finish, but the testagainst-the-clock is a neat sub-game and a welcome change to the general style of play.

There is a failing that will surprise most Chuck fans in that the game is too easy and, in that respect, is very unlike Chuck Rock which still poses problems to many games players. The two difficulty levels, easy and normal, just aren't challenging enough. Sussing out puzzles is too simple and walking through levels, however pretty they may be, becomes a monotonous task. There's nothing strange about reaching the fourth or fifth level first time out!

If you missed out on the original Chuck Rock, this is worth a look. Both releases are great fun, but although this is better to look at, it's much easier to play and is a game that is bound to appeal to young and old alike, but why has it been made so easy?

Jason "Timmy" Johnson

F CHUCK

OCTOBER 1993 Sega Pro

The

Iollies

can.

objective is find

your way out of

each level while col-

lecting as many

sweets and ice

as

This

achieved by using

the gameplay.

various reptiles and rocks to assist you over

spiked pits and the like.

This is very similar to the

original Chuck Rock and it's a

pity there isn't more originality in

A new section to Chuck 2 is the

sub-

you

The study of rock is called petrology



CART SIZE .....8Mbit PLAYERS..... STAGES ..... SKILL LEVELS.....2 FEATURES ..... continues CONTACT Core Design © (0332) 297797



The D-pad moves Chuck's son around the screen and is used together with C to jump, B to hit someone with his club and A to reach up. The controls are easy to become accustomed to and the club bashes everything for six.

## ACTION

▲ Absolutely loads of parallax scrolling has been used to enhance the backgrounds.

▲ Each of the sprites is carefully drawn with

most being cleverly animated.

- ▲ The huge range of humorous sound effects will keep a smile on your face.
- ▼ An average intro tune that doesn't match up to the *Chuck Rock* rock band.

- ▲ Reptiles are used to help you cross lava pits and reach higher platforms. ▲ Baby Chuck is hilarious and has various
- moves to help him along the way.

## 50%

- Sussing out exactly how to reach higher
- platforms is often challenging.

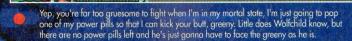
  ▼ The majority of levels are simple to go through and far too easy to finish.

# **PROSCORE**

An above average platform adventure that is enhanced by colourful, detailed graphics and a sense of humour, but, unfortunately, it's far too easy to play. Dr Kal Marrow was working on an advanced genetic theory which he predicted would change the future of mankind. Marrow believed that his creation would be the ultimate fighting machine. The only problem was keeping this vital information from getting into the wrong hands.

Marrow's son, Saul, returned from completing some research work to find his father's observatory in ruins. He found his mother's body covered in blood and broke down, swearing he would avenge her death.

After some detective work he discovered that the evil Chimera movement was responsible mother's his death and the kidnapping of his father. Saul searched the labs for help and found a file called Project Wolfchild. To be given the power of the Wolfchild he must be genetically restructured, so stepping into the transformation chamber he took on a new identity as The Wolfchild.



fter receiving strong criticism for the Mega-CD version, Wolfchild doesn't really have much to live up to and is expected to be another average platform game.

The bland introduction music attempts to create a sinister, maybe violent atmosphere, but fails miserably. Admittedly, it chugs along at a reasonable pace but the music is unimaginative and dull. Furthermore, there is a lack of music through the game, just simple sound FX that are also fairly poor.

Platform adventures on the Master System were taking a turn for the better with recent releases such as James Pond II and Star Wars, but this is a step in the wrong direction. The general idea of Wolfchild is to battle through each level, collecting power-ups, to increase your strength, before reaching the end-of-level quardians.

Platformers variably conceal hidden rooms or levels with a plethora

and, in this, there are plenty of bonuses to be found with points and energy boosting hearts. An unusual concept is that the majority of these bonuses are hidden and the best

way of acquiring them is to search high and low, especially around what look like entrances to secret caves. They are often very long and

conceal plenty of items.

To kill the

guardian, hit it twice

and duck

when it

appears. It will fire at you, but that should be easy to avoid.

Repeat this about four or five

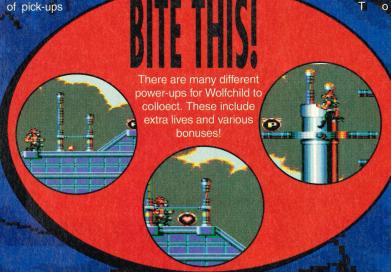
times to finish it off.

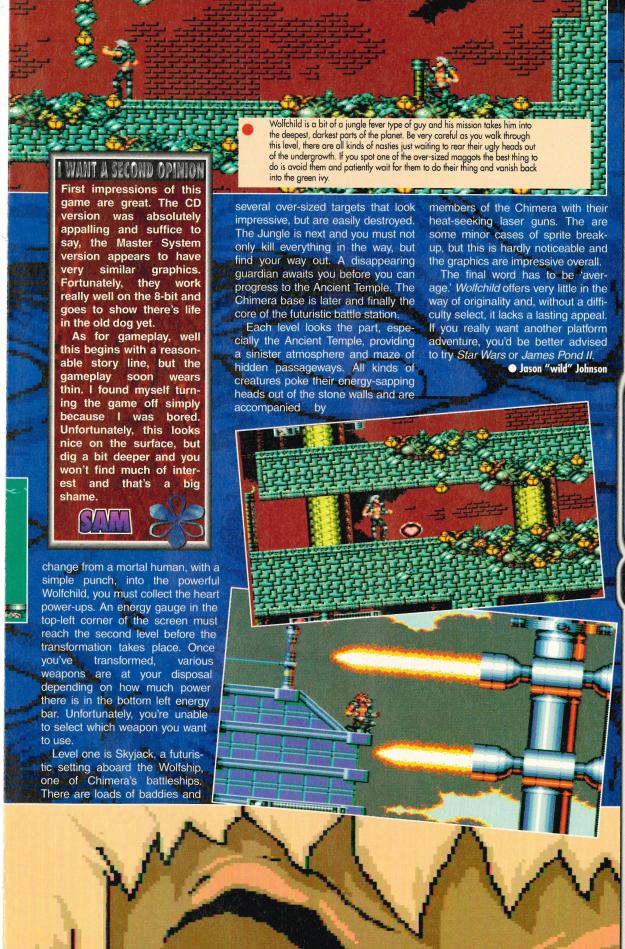
Jungle





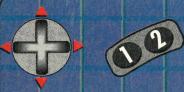
This is where the intrepid explorer re-starts his journey after kicking the green one's butt. Power ups are the most important thing to collect, but keep an eye out for nasties that appear at all times; even sprouting mushrooms are set to sap your energy supply.







Virgin @ (081) 9602255



Button 1 should be pressed if you want Wolfchild to jump and button 2 fires a weapon or punches, depending on his current physical state. The D-pad is used in the usual eight directions to move Wolfchild along the platforms.

## ACTION

CONTACT

▲ Each level has been well designed and looks the part, especially in the temple.
▼ The repetitive graphics to each level has left

plenty of room for improvement.

At the start of the game, there is a fast, but repetitive, introduction tune.

▼ So few sounds effects and barely any ingame music is a poor aspect of the game

▲ Controlling Wolfchild is easy and he has

numerous methods of moving around.

Vunfortunately, you cannot select your weapons when you're the Wolfchild.

▲ Each level is long and you must kill everything as well as finding your way out. ▼ A difficulty level select would have been a

bonus as it's too easy without one.

# **PROSCORE**

Similar in style to the Mega-CD version with its decent graphics, but still an average platform game that shouldn't take long to complete.

A futuristic baseball game where male, female and robot players battle against each other? It may sound crazy, but the year 2020 is sure to hold many surprises, and sports are doomed to be more radical. Suits of armour are the order of the day and if you ain't got 'em, you're gonna feel some pain!

Surprisingly, the old leather baseball and metal bat still have their place on the pitch. The crowds flock in and the popcorn, cola and sexist chatter still echo around the stalls.

There is an added edge to the players who need the money that success will bring. The better they play, the more cash they win. Fighting hasn't gone out of fashion either and a few fisticuffs may occur in the big boys' league. This is the futuristic game for ladies, gentlemen and violent psychopaths. This is the year 2020.

uturistic sports games are few and far between, the best being the stunning Speedball 2 by Virgin and more recently EA's Mutant League Football. Electronic Arts have decided to discard the EA Sports label for this release and developed something totally out of the ordinary in this futuristic baseball title. Converted from the old and trusty Neo Geo game, Super Baseball 2020 could herald the future of sports.

There is often a problem with baseball games in that the feel isn't right when you hit the ball. Rest assured, 2020 gives you more than

ter. They will often miss two

of the balls, giving you prize

ball a different way and

they're out!

money galore. Bend the third

When pitch-

ing, move to

the far side

of your base

and swerve

the ball away

from the bat-

enough in the way of control over both batter and pitcher. Admittedly It takes time, but the game becomes easier the more you play and then the stats and league matches give it that lasting appeal factor.



Crackers are mines that are set on the field and often cause robots to lose energy.

The graphics are great, particularly those of the batters, with their metallic armour shining away. There are numerous mid-game screens that are used to glamorise stunning catches or home runs. Introductory shots are very inspiring and create that desirable futuristic atmosphere, but they tend to flash across the screen before you are given a chance to look at them. The sound isn't quite up to the same stan-

> dard as t h e graph-



UPER

OUT SEPT

**BASEBALL 2020** 

CART SIZE .... 1 6Mbit

FEATURES ..... continues

Electronic Arts @ (0753) 549442

PLAYERS.....

STAGES .....

SKILL LEVELS.....

CONTACT

Use the D-pad to move your pitcher or batter and to direct your fielders towards the ball. Button A swings the bat, returns to base and calls time out. B steals base, leads off, base torch and feint ball. C swings the bat, pitches and makes a fielder jump.



## GRAPHICS

▲ Big main sprites and several neat mid-game screens give everything a polished look.
▼ Perspective on the out-field is a little out, particularly when you hit the ball to the left.

## 

▲ Speech samples inform you of what's going on and they sound realistic for a change. ▼ A tiresome background tune hounds you

from start to finish, and it's 'orrid!

## MEPLAY

▲ Batting is great fun and the controls are generally easy to become accustomed to. ▼ Pitching becomes tiresome and it's a fairly

easy routine to strike the batter out.

▲ Immediately challenging and with 16 teams competing, there's loads to master.

▲ With two leagues to win, you could end up playing this game for absolutely ages.

## **PROSCORE**

Although it's over-priced, it's a great futuristic baseball game that is original and likely to give hours of entertainment to anyone who loves the sport.

# ics. but

speech ... samples and a great intro sequence help distract from the background music.

If you enjoy baseball, or more to the point, enjoy futuristic sport games, this could be for you. The action is fast, the graphics are big and there's plenty of competition to be had. The futuristic concept helps give this game an edge over the RBI series.

Jason "metallic" Johnson



This is the select game screen in which you're able to choose from a civilised league or fighting match.



Catch a load of this! These are the tough women of the future who enjoy nothing bet-ter than bashing balls around the park. The home run zone at the far end is what you're aiming for, hit this and you're half-way to victory.

James Pond is a highly sophisticated FI5H agent. His mission is to rescue Christmas, the season of joy, from disaster. Underwater

Intelligence Agency is counting on Pond to crack the Dr Maybe case and save the world.

Pond's mission takes place in Santa Claus' toy factory, just as the snow begins to fall and the sherry is brought out of the cupboard. The huge factory conceals room upon room of toys, but they have all been booby trapped with concealed bombs.

Pond's infamous 'Iron Gill' enables him to breath out of the water, so there's no reason to be concerned about his out-of-water fishy exploits. With nothing to stop him, he must prepare himself to save the festive season from vanishing for ever.

SEGA PRO SEGA There's nothing like a workout to give the old body a revitalised feeling. Jane "Pond" Fonda demonstrates the latest way to stay trim and proper. A sad case OAY AD32 caterpillar in the corner doesn't see what's so good about it and is happier munching away at his Teaves.

> espite an easy life as a celebrity on the Mega Drive, James Pond has waited until now to swim onto the handheld.

Electronic Arts don't produce Game Gear titles, so US Gold have stepped in to take the challenge with Pond scaling to new heights.

Strangely, though, there's a lack of music until brief intro sequence has run course and Robocod appears through the ice. Then it doesn't stop, with numerous background tunes and sound FX running throughout the missions. Each has a party feel and boost the enjoyment of playing drastically.

Pond not only jumps through the air to reach platforms, he can stretch from the waist and grab hold of anything that prevents him from going higher. This is a novel idea and is very useful when platforms cannot be reached.

The general idea in James Pond

11 is to collect numerous items strewn around the toy factories and find the exit from each level. You progress through numerbonus screens and the like during the process. To

finish the game you must travel from the bottom of the

factory to the top: if you stretch to the roof you can see how enormous it is.

CODENAME

Hi, ho. Hi, ho, it's off to work we go. Pond bursts into song just at the wrong moment as a gang of Robocod eating, flying birds stream through the sky. How do you get out of this one? Try dressing up as Santa Claus, durr!



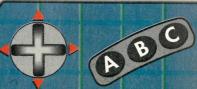
When fighting the teddy bear, be careful to hit it directly above its head and not from the side else you'll run down very quickly.

You will encounter armies of energy sapping creatures and big end of level guardians along the way.

The graphics are exceptional from start to finish. The backgrounds are varied and bright, presenting a fun atmosphere, and the huge number of sprites move about the screen in a humorous manner. And, of course, James Pond is yet another cute character with a jolly mannerism. This is a terrific platform adventure which should appeal to almost everyone.

Jason "hooked" Johnson





The D-Pad moves Pond around the screen in eight directions. Buttons A and B control his actions, including stretching, which is achieved by holding down A, and jumping with button B. Each of the controls are simple to use.

CTION

▲ Great backgrounds really liven everything up and each level is different, too.

▲ The sprites have been very well animated, especially James Pond himself.

▲ Each of the tunes are bubbly and atmospheric with a raging bias towards fun.

▼ Jumpy spot FX every time you kill a nasty help the laborious process

▲ Pond is very easy to control and has a very useful stretching body to see into the distance. ▼ Uneventful for those who aren't into traipsing through level upon level of platforms.

▲ This is easy to get into, but fairly difficult to

finish — a real time-consuming platformer.

The lack of a skill level option leaves the game's life a little shorter than it should have.

# **PROSCORE**

The best GG fun for a long time and a terrific conversion from the MD classic. Despite being a relatively dated character, Pond is still ahead of his time.



## **FLO SARDINI**

Obsessed by money, this old trout is as hard as they come. She's the hardest person to scare and can keep her cool in most situations.

## **VITO SARDINI**

No one knows what Vito does for a living, although it's rumoured that he is in the legbreaking business.

## MIMI SARDINI

Mimi is another sourfaced member of the Sardini family, who has no friends and hates absolutely everyone.

## **TONY SARDINI**

Torments innocent animals and is a fan of super-gore movies. looks as if he may be at home in this game!









the dungeon, but have the highest scare factor of all. The boo-doo allows Guy to throw fireballs, while the super scare creates explosions and the zombie-ize can possess a person's body. Using a couple of these will usually get rid of Flo with no trouble at all.

Guy can jump into an unlimited number of objects, but he only has a certain amount of energy. More can be picked up in the dungeon, but once the supply runs out he will disintegrate. This means that getting the family out is a race against the clock!



Flo is the hardest member of the family to scare. Even the scariests stunts are unlikely to rile her.

## 20472 FERR LEVEL CALM

Aaah! Jump into the glass cabinet and it starts to bleed! Although Mimi appears to be scared witless by this incident, it's got nowhere near enough scare factor to get her out of the house



If Vito gets really scared, he either wets himself, or his clothes will fall off. Finding a body in the boot of a car is enough to drive anyone mad, but Vito is still determined to stay in his mansion, whatever tricks are pulled.

## WANT A SECOND OPINION

What an original style of gameplay Haunting offers to creepy-crawly fans. To start with, everything on screen, well practically everything, does something. The interaction with the backgrounds is brilliant and the whole concept behind the game is great -Beetleguise all over again! One problem I found is that the initial excitement quickly wears thin. Scaring people is great fun, but when you're doing it all the time, it's not quite the same. Graphically, everything is smooth and well presented with the music adding to an already spooky atmosphere. On rental, this would be ideal, but at £50. forget it.

supported with some of the most original gameplay ever seen. In Haunting, you never kill anything and there's no boring platform action. Instead, the focus is on slapstick humour and entertaining the

The cartoon style graphics are

player. One down point is that although there may be four different mansions to haunt, the same illusions tend to crop up in each. In addition, once you've played a few

times, the humour tends to wear

Although Haunting is definitely one of the most original titles to surface, its

lastability doubtful. Although there are no continues and only three lives, it

won't take very long to complete. Beginners will find it a great challenge, but even the funniest illusion is bound to wear thin after a while.

Sam "scary" Hickman





To jump, press A and push the D-pad in a direction. To pick up ectoplasm and spells, move over them.

To use a spell, press C and highlight your choice then press C again. To haunt an object, press A to select it and A again. Pressing START accesses a map and the D-pad moves the sprite around the screen.

▲ Each room has totally different graphics and

they all have different haunting illusions. ▼ All sprites are nice and large and have a variety of different animation effects.

▲ Lots of spookily atmospheric tunes that

change according to the room and level. ▲ Aptly placed screams, squelches, roars and scuttling sound FX accompany the music!

▲ A totally original gameplay style that works incredibly well within the adventure.

▼ Even though it's original, it lacks lastability, as the same old tricks keep appearing.

## 

▲ Beginners will find this challenging and there are plenty of bonuses to pick up.

▼ There are only four levels, so once you've learned how to scare people, it's easy.

# PROSCORE

An original title that is entertaining, humorous and playable. However, it may be too easy and, with only four levels, there is no challenge involved.





NS COLD € (021) 6253388

Pressing start allows you to enter the pause Button I allows any of the sprites to fire and button 2 allows them to jump. By holding down button I you can also gather up speed to run.

good as the asteroids seem very realistic. characters and backgrounds.

The Millennium Falcon stage looks especially ▲ Lots of different scenes with many different

This features all the original Star Wars

■ Realistic spot effects that sound brilliant as they are coupled with atmospheric tunes. soundtracks and it sounds almost the same!

GEWIED

game can be a bit too tricky. ontrolling the sprite in some parts of the cart, very unusual for the Game Gear. ▲ Many different styles of gameplay in one

SALITA

to start from the beginning every time. ▼ No password or save option, so you'll have gniyud to sauod nidtiw deinit Il'uoy tadt ▲ As there are ten stages, this isn't a game

entinewher yeaterstand A hand held hand to say the blad brown to s **PROSCORE** 

owners. Deeply engrossing and highly addictive from start to finish.

ing levels must be commended. form levels look similar, but the flyabove average. Many of the plat-Sonic 2, the graphics are well graphical brilliance of titles, such as doesn't have the sirt aguortlA Millennium Falcon!

you can

speeder and later on,

to control the land

bulu

10

SHADCRAMLER. COCULED IN THIS SI SG-SA THHI WA SCHUNERS SHOP

pane a chance adventure, you'll

in. At the beginporedom setting dots of different

there are plenty your basic platformer, but Much of the game is

of the

The sprites and on screen

full energy. then be able to carry on with swap them for another. You'll acters is about to die, quickly The your char-

common fault in Game Gear many of the platforms are slippy; a each sprite is difficult at times as of a password screen. Controlling ter control system and the inclusion only element that this lacks is a betand add to the overall feel. The enemies are perfectly sized

into the early hours. it's one that will keep you occupied Game Gear has seen this year and one of the biggest adventures the then Star Wars could be for you. It's something that's a little different, However, if you're looking for

● Sam "princess" Hickman

hopefully we'll see many more carts have doubled to 4Mbit, Now that the sizes of many decent action/adventure title. Game Gear lacks, it's a there's one thing that the

used to play parts of the adventure. you've found them, they can be within different levels and once Chewbacca. They are all hidden Wan Kenobi, Han Solo, R2-D2 and progress, you'll have to find Obi left to find your own way. To middle of the Tatooine Desert and Skywalker, you are placed in the to be far less boring. As Luke various characters, but it manages you have to follow clues given by as 29A lenoitibert a mort stnem Star Wars takes many elegames of this type.



enemies become much mre diffi-cult to get rid of. When you reach the hangar, the

to be a part of the force. self in other ways if he wants Luke will have to prove himas warrior training goes, but Kenobi is the best tutor as far was letting himself in for. he didn't quite know what he to search for Obi Wan Kenobi,

When Luke Skywalker decided

SEGA PRO SEG

CACH PRO SECA PRO

there is one problem. Before Jud , CSPO and R2-D2, but help of his good friends Han rescue Leia, he'll need the the man the force needs. To courage, but Skywalker is just Death Star will take lots of endangered. Entering cued, her life could be gravely Death Star. Unless she is resis holding her hostage on the captured by Darth Vader, who ever. Princess Leia has been to the most dangerous mission job. Kenobi has assigned Luke Troopers is only part of the Storm

Vicious Fighting

9

9

to find them!







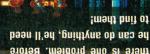


Follow the arrows and you could be on your way to finding R2-D2. Jumping into the

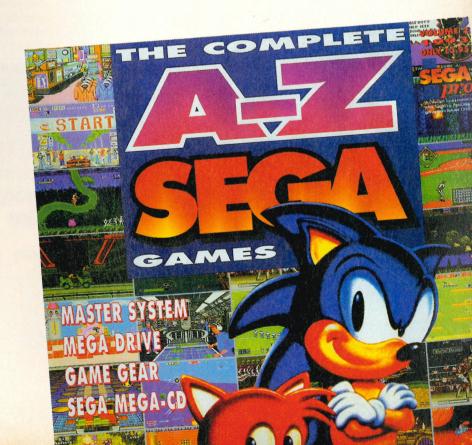








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Once you've found the secret switch in the kitchen, you'll be able to go inside Granny's stove. Within the oven are lots of fire levels. They're really difficult to get through, but at the end of them, you'll find Granny imprisoned. Set her tree!

clues needed to solve puzzles and will be informed if he's near to rescuing a member of the family.

Although there's massive amount of graphical variety between levels. gameplay can become slightly monotonous and you could find yourself wading through the depths of the mansion, not having a clue where you're going. This wouldn't be so bad, but many of the levels are long. The humor-

graphics ous are kept fairly simple, but there is amazi n g



amount of different sprites and backgrounds as each room has a different theme. The variety in these graphics, from kitchen to games room, etc, gives a refreshing

The Addams Family is a brilliant, addictive adventure that will keep you going for ages. It may not have the polish of other platform advensuch as Tiny Adventures, but it is certainly great value for money. If you like a challenge and love arcade adventures, try it! You could do a lot worse.

Sam "Elvira" Hickman

## WANT A SECOND OPINION

I relish a challenge, particularly when it comes to platform adventures. The Addams Family really seems to have it all. There are hundreds of levels with loads of bonuses to collect and superb graphics too. As Sam mentioned, the SNES version was a huge hit and I enjoyed playing that.

The two versions look virtually the same, but when you take to the controls. you notice a slight difference. This Mega Drive version is definitely tougher to play than that of the SNES. I recommend this game to anyone that has lots of time, patience and doesn't mind losing themselves in mazes for hours on end.



## SPOOKARAMA!

## **SWORD**

If Gomez finds this power up, he use it to slash any unsus-



pecting ghouls. Without it, he can only jump on them.

## **TRAINERS**

Although this is Gomez's style pairs of trainers are hidden around each



level. They give Gomez extra jumping ability, especially useful for out of reach bonuses.

## **PLASMA BALL**

The plasma ball can be rolled at enemy and any will kill them immediately.



Extremely useful, even though it doesn't last very long.

## **FLYING HAT**

A flying hat can be found outside the mansion. If Gomez puts it on, he will be able to fly for a limited



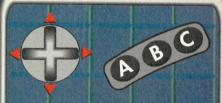
amount of time. This is useful to reach the chimneys and the secret room in Puggsley's den.



## THE ADDAMS

CART SIZE .....8Mbit PLAYERS.....1 STAGES ......70 SKILL LEVELS.....1 FEATURES .... password

Acclaim @ (071) 3445000



Pressing B will allow the sprite to jump. If Gomez has a weapon such as a sword, button A will allow him to use it. The d-pad moves the sprite around the screen.

## CTION

CONTACT



▲ An amazing amount of variety between

levels, as each scene has different graphics. ▼ Most sprites are animated in the same way and Gomez has rather limited moves.

## 1011

▲ Power up and you'll hear the original, and totally atmospheric, Addams Family music! ▲ Each level has a different tune, but they tend to become annoying after a while!

## C411113311

▲ Loads of levels, plenty of bonuses, millions of secret rooms and lots of power ups!

▼ Can be slightly boring at times, as each level is very long and you're given little guidance.

## 6: ALENG:

▲ Even if you knew where the family were

kept, it would still be difficult to finish.

A Totally addictive and although it's tough,
there are plenty of restart points and continues.

# **PROSCORE**

Not the best platformer around and its style has been seen before. However, the super graphics and huge gameplay area make it instantly appealing.





ball every time. Buttons I and 2 are used to smash, volley, forehand and backhand the boll whilst the D-pad moves your player around the screen. Controls are responsive, but it's very difficult to hit the

• ...it doesn't really work as it makes returning the ball from a serve too difficult. ▲ The idea of having a scrolling court on the Game Gear is an ambitious idea, but...

▼ Hardly any in-game spot TX, no crowd cheers and a horrible ditty between each game. ▼ Yuk, what a nauseating intro that does nothing to create a sporting atmosphere.

COMEDIVA

cloting to get used to the controls. ▲ Forehand, backhand, smash and lob have been included to offer enough moves. ▼ It's far too difficult to begin with is very

▲ There are enough court surfaces, players and a long tournament to keep you going for ages. ▼ There's no password system and no way of thanging the hard difficulty level.

A tennis game without a password is in trouble right from the word go. Agassi Tennis isn't the release we hoped for and is probably the worst of the bunch. **PROSCORE** 

mosndol "badspms" nospl on its gameplay alone. As is the case with several Game making the challenge a bit of a very difficult to get to grips with, noticeable and the controls are level between opponents is hardly There are major flaws. The skill aura somewhat!

barley water is being poured. Agassi makes the first move and lunges towards the umptire's seat, just dying to get out of this rather sad game. Who can blame him? A tense moment in the match arises when the half-time break is approaching and the

have been far better. tem or the like implemented would ed option. Having a password sys-

tact effects would have lifted the atmospheric cheering and ball conenhance the gameplay. Lots of of gninfon ob XA bnuos beti theme sounds dreadful and the limdenser microphone! The main recorded through a cheap conabsolute drivel and must have been in the graphics help. The sound is patience, so the few added touches gameplay requires some able level. Accustoming yourself to they keep your interest at a reasonplayers are so well detailed that The umpire, crowd, court and

game stands or, in this case, falls noticeable on a machine where a major flaws are evident and more bound to enjoy having a bash, but Gear Converter. Tennis fans are Master System version through the ter option would be to play the Magni-Gear doesn't help. A far betexception. Even playing it with the stinking headache, and this is no Gear tennis sims, they give you a

The minimum height of the net is three and a half feet.

to be serious questions whether it's Andre is here to play, but there have later. Tecmagik's final attempt with just had to come along sooner or Sega consoles. A portable version right across the board on Tennis has popped up Andre Agassi System, Master guq Drive eviewed on the Mega

work, but it doesn't and is a wasttrol your player. In theory, this could and effectively learning how to conhave the choice of watching a game bles and match or tournament. You ing court surface, singles or dou-There are several options includhere to stay.

> basic strokes quicker. should be able to master the uoy bns izzagA sibnA oino players before you progress 0 **4TOX** the weaker Use one of



man, he's very good at tennis.

besides being a bit of a lady's Andre is certainly a star and the place of a major h<mark>ero.</mark> novelty is being able to take such as this, part of the When it comes to a license

no ed of bed feul emeg oebiv

as Nike and Nescafe, this

ing target for companies such

shot. As a major TV advertisscreaming over the net every

unmatched with artistic flair

huge fan club. Andre Agassi's

only plays well, but has

particular star who not tennis. There is one English sport of lawn when it comes to the part of the skill involved lls si tnenoqqo ns tssq seilt so that the ball Timing your shots

psil

ola

the cards eventually.

prowess on the

G

thrilling match pitting bat against ball and man against woman, I think! Now this is more like it. A tense,





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### its limitations: in fact, it wasn't that molsus ЭЧΙ starved audience. It had comed by a strategy late 1990 and was wel-

cnatom dames on the Mega fine, but there's little point to two-player option, this was computer, as there was a playing each game. On customise the rules before design the landform and lenges. This allows you to two-player computer chalreally only designed for game mode was

conquest game, where the

only find a challenge in the

Drive as most players will

The aim is to increase the population Populous II has been aptly

release) the superior sequel, Two

(almost two years after the Amiga

good. After a severely long delay

released over sem snojndo

will fight back! easy as it sounds as your opponent toe's population to zero. It isn't as of your people while reducing your in blue and the opponents in red. land, there are two tribes; your tribe renamed to Two Tribes as in each

DIIVE. Iribes, is now ready for the Mega

right to sit alongside him. one, must battle it out for the his sons, of which you are many offspring and now 32 of However, Zeus had a few too home of the Greek gods. ni sosiq Mount Olympus, ward to claim your rightful strength, you have come foryour superior mentality and ing as they didn't possess tals, who were extremely borgrowing up with inferior mor-After spending your youth

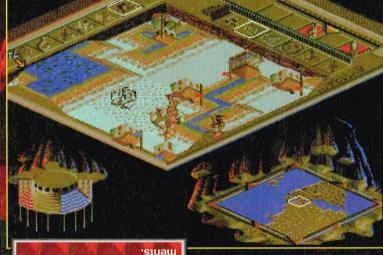
to use as godly playgrounds. there's a matter of 1000 lands enly desires. First, though, they win the right to all heavagainst Zeus. Only then will to fight the ultimate battle prothers will get the chance one of the immortal stepyears preparing for, but only what you have spent the past zi egnelledo ett bas lenoit The ultimate prize is excep-

out and build new settleof the inhabitants to move force some ments to your settle-Press B on sbrog often! Sprog early,

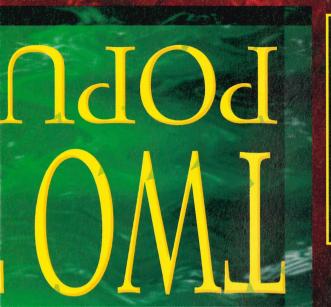
administered to an opponent's land! tally destructive effects that can be Volcanoes are the most environen-



and all people meet at the centre of the world for a massive showdown. Armaggedon has been requested



icons, left and right of the view, are accessed by pressing START. close up view covers. The top-right gives an indication of your population. The control The map in the top-left highlights good and bad settlements and shows which area the



nent's settlements.











**WEET THE HEADS** 

This build and destroy process

bettorm disaster effects in oppomana that can, in turn, be used to appreciation, will regularly offer you ou tlat landscapes and, in humble Your people will build homesteads ing land by raising or lowering it. must grow your population by flattenland, water, trees and rocks, you Starting on a landscape filled with additional powers to play with. more cunning, and they too, have ideal, but the opponents become

Vegetation and Air. This may sound

effects include Fire, Water,

These other "divine intervention"

become available as your skill grows.

in later conquests, more powers

some Earth and People effects, but

game, you may only have the use of

CPU sets the rules and the ultimate

challenge is to defeat Zeus.

In early levels of the conquest



WANT A SECOND OPINION

Few games on the market offer anywhere near as much gameplay as this.

There is so much to think

about and with 1000 levels

to complete, you could

spend months before see-

ing the end sequence. If

# DH. MY GOD

There are three types of people: Worshipers, Leaders and Heroes. You can change your Leader into a hero as soon as your mana allows. Once you create a hero, you must use the Go To Papal Magnet Icon to select a new leader. The Heroes are:



### PEOPLE - Perseus

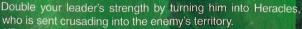
Perseus is the most intelligent of the greek heroes. He is strong and skilful soldier who attacks Bad settlements.

## **VEGETATION** – Adonis

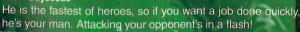


Recognisable by his head of leaves, Adonis divides after combat. This multiplies your number of heroes roaming the

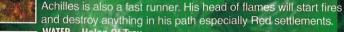
## EARTH - Heracles



## AIR - Odysseus



## FIRE - Achilles



Now, Helen is a good hero to have. Like the Pied Piper, she

will lead your enemy's worshippers to a watery grave.

embodies the main gameplay. If you don't have enough people, you will have less mana with which to perform effects and your opponent will find it easier to destroy your settlements. So, the main task

is to keep your population healthy. As you can

probably keep on top of things, the game is easy,

but when your opponent starts fighting back, it's hard not to start becoming confused on priorities.

Each conquest earns you experience points that can be used to increase your power in a particular discipline. The capability of each effect depends largely on this experi-

When performing effects, you can hear the fire cracking, the earth quaking, the storm brewing or the water splashing. Virgin have been very brave by not including a sound-

track as many will find this as a solitary reason to slag off

the sound. However, if you want rave, classical or plain old rock, you

could turn on your stereo and listen to the music of your choice. I'm sure that good use has been put the memory that a soundtrack would have other-

Being a fan of Populous II on the Amiga, I have been looking forward

this is for you, you're going to be impressed with what Virgin have turned out. The atmospheric qualities are superb and even the minute sprite details are amusing. There's just so much to do that it may be a bit overwhelming to some, but those who enjoyed Populous II on the Amiga will find it a refreshing





# While the blues are creating a new leader (top-right), Zeus decides that it's time to send in one of his own effects (centre) OUSII







The D-pad scrolls you around the landscape, while pressing A executes an effect. B is used to lower and, sprog, or cancel an effect. Start toggles between landscape and icon select mode. In icon select mode, the D-pad is used to highlight an effect while A selects it.

▲ All the graphics are clear enough to enable you to know exactly what's happening. ▲ Each effect is well represented with a small animation of the disaster.

- ▲ No annoying music, just great and well-timed sound effects when you unleash effects.
- ▲ If you want background music, turn on your stereo and have the music of your choice!

- ▲ All the power that you'd expect to be endowed with, as a god, is available to you.
  ▼ The simple sequence of building and
- destroying becomes monotonous.

- ▲ Every time you play a level, the game differs as there is a naturally random element.
- ▲ The gameplay becomes progressively harder as your opponent's strength increases.

# PROSCORE

It's an old game, but the conversion is well implemented, with all the original features, replica graphics and simple, but effective, sound effects.



selected special item. Button I opens the inventory and picks up an item. The D-pad moves Dizzy around in the normal directions. Button 2 makes Dizzy jump or it activates a

▲ Each background has been carefully detailed and coloured to give the desired effect.
 ▲ Animation and scrolling throughout the game is very smooth and even humorous.

,etibers lanit edt of eltit edt mort 🔺

▲ Some of the tunes are very humorous, especially the jolly jaunt on the Pirate Ship. background tunes keep the action rolling.

▲ The clever inventory select screen and ease of control makes Dizzy simple to pick-up.

times, which is furiously frustrating. To yeards to lose too much energy at

▲ An ideal difficulty setting has been achieved making this game suitable for young and old. ▲ The sheer size of this game will keep you playing for days on end, and more.

It's exciting, puzzling, well presented, hopelessly addictive and with its end-less puzzles and humour, this platform adventure is sure to be a winner. **PROSCORE** 

> passing through next time. low on energy when you're it for later in case you run need it. It's far better to save you really ssəlun boot lect the qou i colmay be, tempting it However

the 250 stars in the various levels Your objective is to find each of the interest level to a maximum too. taxing style of gameplay, it keeps itself. Not only does this create a as puzzle after puzzle presents Fantastic Dizzy comes into its own puzzle elements. This is where

incredibly demanding, but suss out. This may sound and more than 60 mini-puzzles to destroy, sub game-puzzles to solve way, you encounter baddies to from Zaks, the wizard. Along the and rescue your girlfriend, Daisy,

cygude. for money, for a least it offers value doesn't matter. that auı **ƏZIS** and playable **9vij** game is so addiceverything about the

of directions. To polish the presenmove about the screen in all kinds tic, acting in a jolly manner as they colonred and the sprites look realissphere. The levels are brightly sonuq create an ideal atmowell, the graphics and Fantastic Dizzy bigy səop ouly JON

huge numbers of Game Gear ownthe novelty factor is likely to entice Dizzy is new to Sega systems and Despite being an aged celebrity, ever scenario appears.

changes constantly to match whattation off, the sound is great as it

● Jason "wheee!" Johnson ers. Don't be caught without it!

Dozy Denzil tried to defrost the freez-

er the other night. Instead of turning it off, he turned it up and fell in. Brrrt!

better way to play it than Fantastic Dizzy. There's no a long, relaxing game of relieving tension is to have learly the best way of

ready to test your batteries to their Dizzy is at long last portable and cially when you're going on holiday! travelling in your parent's car, espewhile you're sitting in the forest or

tend to offer GG players testing, Few platform adventure games

> girlfriend, Daisy, Dizzy himself. rnan one more so planet in trouble, nothe population of the land. This has left over Dizzy's homehas cast a black spell ard with an attitude, The evil Zaks, a wiz-

fantastic adventures of Dizzy a promising future. And so the magic spell, doesn't make for who have been put under a lem of rescuing his friends, -dord babbs adT .mid tenisgs all the creatures have turned the wizard's castle and being held prisoner in

time to roll int<mark>o a few fantas-</mark> up and gather your yolk, it's Dizzy love for ever. So, hurry but isn't going to wait for her task. Daisy is a patient girl, place, and this is not an easy items scattered about the he needs to find numerous natural inhabitants. To do this bring normality back to its indeed himself, Dizzy must To save the world, and .nigea

tic adventures.

STORPO SEGA PRO SECA LORD SECA PRO

with the yolk he's just cracked. In the meantime, Arc Spider has dropped in to say hello, but as he will find out, spiders aren't the friendliest of creatures. Dizzy looks rather pleased with himself I must say. It's probably something to do



Piracy was suppressed by Pompey, a great Roman general.





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# SHORT REVIEW

## SHINOBI III SEGA • £39.99 • OUT SEPT

ou are Joe Musashi, fighting against the Neo Zeed, long time sworn enemies of the young master in ninja fighting. Once again, it's time for the proven hero to fight through level upon level of treacherous armies with the rival ninja.

Already reviewed in SEGAPRO#17, Shinobi 3 has certainly taken its time to arrive. It was with eager anticipation that the cart was inserted, hoping for something special as its predecessors were so good.



The recognisable characteristics have been included: special ninja powers, lots of baddies and a whole host of assorted backdrops give that distinctive oriental quality. There is a problem with this, though, it's far too similar to the first two games and, if you've played them, this is likely to be a disappointment as it's not that much different really.

The graphics are very good with clever 3-D sections and background interaction. Large makes up a well presented release.

Shinobi III is a good game in its own right, but it's far too much of the same and it's easier than the previous two. If you've not played a Shinobi game before and enjoy platform adventures, this should be checked out.



## WIMBLEDON

SEGA ● £39.99 ● OUT SEPT

here's nothing quite like a day at Wimbledon. Strawberries and cream, celebrity players and torrential downpours between sets. More often than not, you return home from a hard day's work and settle down to watch the box. The Wimbledon Championships is a highlight, but only during July, which is why Wimbledon on the Mega Drive hopes to become an all-year sport!

The first tennis game on the market that used any kind of multi-player adapter was *Super Family Tennis* for the SNES. The Mega Drive's multi-player smash is *Wimbledon*. Not only does it allow you and three mates to thrash it out on the screen, but numerous options have been combined to offer one of the best tennis sims to date.

It's all here – the sound of a clapping audience, players becoming just a little frustrated when they mess up and jumping for joy after a smash hit! The game is well presented throughout what with a neat range of intro and options screens, the Wimbledon scoreboard and three playing surfaces to choose from.



Many varying shots, such as the strong lob, normal lob and smashes, have been included. The 32 players have their own individual attributes and the realism is high. A great tennis game that should last and last.



## INTERNATIONAL RUGBY

DOMARK ● £39.99 ● OUT OCTOBER

here haven't been many rugby releases, probably because big tough rugby players, and the like, aren't renowned for playing console games. Domark recently converted the computer version on the SNES and now the Mega Drive has been given the same treatment.

You must first choose your



team from the range of International teams. You're given the choice of either a friendly game, friendly tour, Five Nations Championship or World Cup Tournament.

Passing the ball to teammates is simple, as is kicking and throwing. A power meter appears on the screen for line ups or kicks and the scrums are automatically won by the team that puts the ball in. International Rugby is very realistic and includes all the tactics and stats of a real team, but the gameplay is poor as it's often very easy to score a try by running the length of the pitch without passing.

The lack of a fatigue factor

The lack of a fatigue factor and roaring crowd tends to ruin the initial realistic qualities. When you score a try, there is a cheer from the crowd and that's it! This is a washout and doesn't fire you up to go for more points. This is a shallow game that is unlikely to appeal to most and those who's attention it does catch may be let down.

39%

## WOLFCHILD VIRGIN • £29.99 • OUT NOW

he uniform of a warrior is represented by the form of a wolf. In this challenge you play the part of the wolfchild – an ultimate warrior with skin of iron and a tough head on his shoulders.

The leading sprite looks like some kind of Gladiator with humanoid figure and a humble firepower. Each of the levels is made up of platforms with the bad guys usually scattered around firing bullets at an incredibly slow rate. The fact is, the gameplay is too stale and lacks in variety as most of the opposing sprites look the same and move with no real vitality or gut. A few scattered icons give you fire ability and a few smart bombs with predictable heart-shaped energy replenish symbols illuminating just a few



of the LEDs on the display panel. Thank goodness each level has the key password that will bypass the boring and uneventful lands that have been explored before. Backgrounds are drawn well enough but there is little interaction with the scenery and frustrating repetition in climbing the gaps you fall down only reduces an already slender breaking point.

The small screen initially reveals a smart set of scenarios for Wolfchild. It's the lifeless action and 'rub-it-in' set of tunes that make the concept an unoriginal, old-hat affair.

55%

In the short reviews this month, you'll find a variety of games which we've been unable to squeeze in this issue. The most notable are *NHL Hockey '94* on the MD and *F1* on the MS — both came in too late to receive the full treatement, but we spent plenty of time playing them nevertheless. Jason Johnson, Mark Hill and Sam Hickman give you the low-down on what you should look out for and what to avoid.

## SUPER OFF ROAD

hen four soap boxes bomb around the lumps and bumps of a tarted up square patch of waste ground, the dust never settles and it's bumper to bumper all the way. It's



a crazy race where obstacles come in the shape of water ditches, ramps and sheer suicidal mounds. Only first place will put you through to the next course and if you think the computer guys are plain rookies then just getting them to choke on your exhaust fumes for the full 12 rounds!

Super Off Road has been released on many formats and the structure follows old favourites, such as Grand Prix Simulator from Codemasters, where a left/right rotational control method is used to guide the regular shaped 'soap' cars around an increasingly difficult layout of twisty tracks.

Along with the standard wheels, you have the chance to upgrade your power capabilities with better tyres, increased acceleration ability and some rather useful nitros. Between levels you get to visit the shop to spend the cash that comes with victory.

Controlling the cars is fairly easy with clear detail on the tracks and effective, yet bizarre, leaping and spinning as the races progress. The sprites are fairly shoddy when they collide, but the speed and bandy fun work well to produce a challenging little racing package for one or two players.



## BART'S NIGHTMARE

ne Mega Drive has already seen one Bart adventure and it was an instant success! Since Bart v the Space Mutants, Bart has become somewhat of a console star. He's even made a cameo appearance in Krusty's Super Fun House!

Bart's second adventure is very much like his first. Action takes place in the street and he must avoid his little sister, old ladies and the likes. However, this time, Bart has fallen into a deep dream. To wake him up, you'll have to collect each of the homework pages littered around the street. Each time you pick up a page, Bart will have to face a different nightmare. These range from creatures, such as giant mice, armed with sledgehammers and a Bartosaur (a Bart dinosaur), who are out to destroy

Although the graphics remain true to The Simpsons cartoon counterparts, you can't help wondering if this is aimed primarily at



young children. Gameplay is very simple and although you'll have to face many level bosses, experienced players should find this no trouble at all.

If you liked the first Bart episode, this is bound to please you again. However, if you've never seen Bart before, don't expect anything too spectacular. Fans of the cartoon series will find that the game's appeal is from the way that it captures the Bart feel.



## F1 DOMARK ● £29.99 ● OUT OCTOBER

he success of F1 on the Mega Drive derived from brilliant polygon graphics and incredibly fast speeds. The MS version uses the basics from F1 though a lot is missing due to memory restrictions.

F1 looks and plays very much like the vintage Pole Position and Pitstop releases with basic track circuits that only differ in their patterns of corners and straights. There are a few bridges and ridges, but the circuits generally lack the track features and backgrounds that captured the Grand Prix atmosphere so well on the MD.



During a race, there is a split-screen head-to-head option, with a racing pitstop and car set-up options to keep the racing theme focused on the F1 Championship. Sadly, there are only eight circuits to race on and pitstops merely require stopping in the middle of the track and waiting to be automatically pulled to the verge for new tyres. It's all very basic and unatmospheric.

Controlling the cars is very rugged with jerky corners making life very frustrating as you'll need to almost stop when you take on the sharp bends. The familiar drones and squeaks of throttle and brakes just take us back to the days of early racing sims that sported basic ideas. You won't find anything special here.

**51%** 

## NHL HOCKEY '94 EA © £44.99 © OUT OCTOBER

ew games are as exciting as NHLPA Hockey '93 and EA Sports have gone one step better with the 1994 version. More stats, added options and extra teams have been included, giving fans something extra to get excited about. If you've never played EA Hockey or NHLPA '93, let's just say it's time to crawl out from under your rock and plug into this one!

A profile system made up of 144 players lets you decide who you're putting in your team before the initial face off. Then it's time to hit the ice as the organ bursts into life with one of its 72 pieces of music. The side shows and special effects of this game are better than the previous two versions and added moves make it the most realistic game to date, or so we initially thought.

There are problems in that the gameplay leaves a lot to



be desired, despite being considerably faster. Bashing into the goalkeeper and following up with another player appears to be the simplest way of scoring. This may be realistic enough, but the big attraction of NHLPA was the tricks you used for scoring. This is a good game, but it's not EA's best hockey release — the '93 version is much, much better.



## PROFILE

SEGAPRO is Britian's first Sega magazine to comprehensively cover both official and import games. Our experience and knowledge is crammed into each game review. We know more about Sega games than anyone else and that is reflected in the quantity and quality of the information we provide

Definitive? Well, we think so. You won't find a more extensive guide in any other magazine. Every month, we'll update the listings, with all new entries highlighted. Many game ratings will change to reflect long-term interest and dating most games become less impressive as technology develops and newer games become available. Each game rating is what we think now, not what we thought when the game was

Regular readers will be aware that ProPick has been replaced. We now print our Top 100 Sega games every month and all ProYo! games (scoring 90% and over) will be highlighted in red throughout the file.



Not only one, but three charts from the big game retailers Virgin Mega Stores, HMV and Our Price on Mega Drive, Master System, Game Gear and, when it is in full swing,



Send in your high scores for any game that you think you've mastered. Every month we'll print a list of games that we want high scores for. An overall winner, as judged by the Pros, will receive a SEGAPRO T-shirt!



YNOUG	83
DESERT STRIKE	83
RUSTY'S SUPER FUN HOUSE	73
PLATTERHOUSE 2	77
ATTLETOADS	79

BULLS VS LAKERS	77
COOL SPOT	77
GLOBAL GLADIATORS	81
JUNGLE STRIKE	
ROAD RASH 2	83
ROLO TO THE RESCUE	
SONIC 2	71
SWORD OF VERMILION	81



DOUBLE DRAGON ......79



BATMAN RETURNS ......79 TIME GAL ......79



There are 726 Sega game reviews in this month's pages, charge £2.95 and call it a Summer Special, proving that there's only one place to look if you wa

## MEGA DRIVE Y MEGA DRIVE Y MEGA DI

## IMPORT

Aircraft combat shoot-'em-up. Progress through the multiple level classic using a basic range of weapons. Totally out-dated, but still fun. 64%

## 688 ATTACK SUB

SEGA \$29.99 Submarine sims are few and far between, but this little beauty shows that it is possible to do a credible job. It's very hard to get into, but the effort is worth it. 68%

## ADVANCED WW2 SIMULATOR

This is one difficult game to play. You'll need a strong knowledge of the Japanese language. Pity really, because there's a great game hidden

IMPORT
Too short and easy. Just another shoot-'em-up. Simultaneous two-player is fun, but there are better games in the genre. 62%
AFTER BURNER II

SEGA E34.99
Very accurate portrayal of the hydraulic coin-op. However, it's a bit easy and suffers from too much repetition of tedious tasks. 62%
AIR DIVER

IMPORT
Similar to After Burner II in both looks and playability. It has more challenging play with a wider variety of opponents and tough quardians. 73%
ALESTE (MUSHA)

IMPORT
This is one fun vertically scrolling shoot-'em-up. Detailed graphics, but like similar games, it may prove just too easy for most MD players. 77% ALEX KIDD IN ENCHANTED CASTIE SECA.

games and is packed with an average selection of adversaries, but the whole scenario becomes very boring. 62% ALIEN 3

May go down as the fantastic platform shoot-'em-up that never was. Nice graphics and sound, but not much to challenge even the beginner. 77%

ALIEN STORM
SECA

SEGA £19.99
This horizontal alien shoot 'em-up is just far too easy. The two-player option is fun and the graphics good, but it'll all be over too soon. 74%
ALISIA DRAGOON

Allsia Dragoon is one tough chick. You must help her through eight stages in the style of Valis. Few lives and tough guardians, very challenging. 82%

ALTERED BEAST

£34.99

SEGA £34.YY
The first game to impress Mega Drive
owners. The graphics are flickery and
response slow. Usually given away
free – nuff said... 48%
AMBITION OF CAESAR

IMPORT
Only for real fans of strategy games.
Fortunately the graphics are excellent and will keep you enthralled for ages.
Sadly, it's very hard to get into. 73%
AMERICAN GLADIATORS

IMPORT
First we had wrestling giants, now flesh-pounding Gladiators. Six events to compete in and master before you're a true Gladiator. 67%
ANDRE AGASSI TENNIS

ANDRE AGASSI
TECMACIK
Each computerised competitor was digitised from real life action, making this a fast and furious tennis game. Sprites are well drawn, though they move a little too quickly. 59%
ANOTHER WORLD
VECAN
239.99
TOTAL GRAPHICS,

VIRGIN £39.99
Revolutionary vector graphics, beautiful animation and highly addictive gameplay. Can be frustrating, but it's a big game with lots of puzzles and action 91%

and action. 91%
AQUATIC GAMES
ELECTRONIC ARTS
James Pond, the fishy star, stars in a

make this one of the best sporting events ever. 82% ARCH RIVALS series of classy, but fun sports

## FLYING EDGE Hop, skip and punch your way through this manic basketball extravaganza. It's great fun for the first hour or so, but the novelty soon wears off and its mediocrity becomes apparent. 65% ARCUS ODYSSEY

players simultaneously vandalise eight graphically excellent levels. There's a much needed password save. 84%

## much needed password save. 84 ARIEL: THE LITTLE MERMAID

SEGA £39.99
Use your skills, as either Ariel or Triton, to defeat the evil forces of darkness and save your buddy. Plenty of vicious sharks to deal with. 72% of vicious sharks to deal with. 729
ARNOLD PALMER TOUR GOLF

AKNOLD PALMER TOUR GOLF SEGA 294.99
One of the first golfing games, but still holding its own with the likes of PGA Tour Golf. Real feeling of being out there on the course, smacking little white balls, 81%
ARROW FLASH

ARROW FLASH
SEGA
This is a very vacant shoot-'em-up.
The graphics are poor, the power-ups limited and the guardians a cinch to kill. Why bother? 29%
ART ALIVE
SEGA
This innovative art package encourages you to draw within the confines of the Mega Drive. Only one problem: you can't save or print out the pictures. 39%
ASSAULT-SUIT-LEYNOS

ASSAULTS IN THE STATE AND THE cheats. 42%
ATOMIC ROBOKID

MPORT
Yet another run-of-the-mill scrolling
shoot-'em-up. Definitely one for blast'em fans who aim to collect every cart
released, even if they're rubbish. 37%
ATOMIC RUNNER

SEGA £34.99 Impressive graphics and funky sound FX make this a good, solid platform shoot-'em-up. However, there are better around and this wears thin after a few hours. 59% AXIS

MNORT
This is a well-hidden gem. Worth seeing just for the amazing 3-D graphics, but also contains very addictive gameplay. A fine walkabout shoot-'em-up. 75%

## BACK TO THE FUTURE III

SEGA £37.99
Marty McFly, animated in the worst possible taste, proves to be a serious let-down in this disappointing film licence. Don't even think of testing it out 28%
BAD OMEN

IMPORT
This Break-Out clone fails to have enough content for the big machine. Even so, the graphics are ace, with some really gruesome tough nuts to kill. 71%
BALL JACKS

SEGA £34.99
A strange game if ever there was one.
Stealing spheres from your opponents robot starts is fun at first, but soon becomes a futuristic bore and very, very tiresome. 28%

BART VS THE SPACE MUTANTS

BART VS THE SPACE MUTANTS
FYING EDGE 239.99
This is without doubt one of the toughest cartoon licences out. It's even more annoying because everything about it is so perfect; the graphics, the difficulty, the sound, etc and it's packed with challenge. 89%
BATLETOADS

SEGA £39.99
This could be the first time the warrior toads have engaged in gory battle, but stranger things happen. This is a thoroughly slimy and violent adventure. 39%

SEGA £39.99
This fine conversion was only just released officially in the UK. It may get a tad boring, but the accurate graphics hold things together. 78%

BATMAN RETURNS

£39.99

SECA £39.99
Far from inspiring game that should have been much better. Totally unoriginal, with poor graphics and even worse sound. A real waste of money and time. 43%
BATMAN:
REVENGE OF THE JOKER

IMPORT
Better than all the other Sega versions put together, which isn't saying much!
However, large sprites and detailed backfrops show just how a Batman licence should be produced. 82%
BATTLE GOLFER

IMPORT
A golden-oldie arcade adventure. It's all about the exploits of a golf ball and its travels. This may not sound like the best of starting points for a game, but it's good. 72%

BATLEMASTER

Excellent presentation at the start excellent presentation at the start welcomes novices and the rest of the game takes off from there. It can be picked up for a lot less than most, so it's worth a look for beginners. 78%

BATTLE SQUADRON

ELECTRONIC ARTS £39.99
Its one advantage over other shootiom-ups is toughness challenging
evenost gifted of players. If you want a
great looking and sounding shooter,
then this is your man! 85%
BEAST WARRIORS ELECTRONIC ARTS

IMPORT IMPORT
Colourful, detailed graphics offset by terrible sound and slow jerky gameplay. Don't be fooled by pretty pictures, there's nothing nice about this game, 20%

A shoot-'em-up that tries to impress with a scenario other than outer-space. Is a bit of a laugh for a while, but soon becomes repetitive and

## boring. 57% BIO-HAZARD BATTLE

SECA £39.99
With colourful, atmospheric graphics and a high difficulty setting, this has all it takes, but there isn't anything new in the way of gameplay, 68%
BIO SHIP: PALADIN

Satisfactory two-player shoot-'em-up with cool sound and stunning level guardians. It slows down when there are too many sprites on-screen and it's pretty easy. 51%
BLOCK-OUT

## ELECTRONIC ARTS £19.99 Tetris goes 3-D as you, viewing from above, attempt to fit the blocks into a

vell. It takes quite a while to get used to the perspective, but once you do, it's very challenging. 76%



## ELECTRONIC ARTS

ELECTRONIC ARTS £44.99
A platform shoot-'em-up where the character, BOB, must use all kinds of gadgets to aid him in his quest. Nice ideas, shame about the boring and unatmospheric action. 59%

## BONANZA BROS

SEGA
Other than having simplistic graphics, the most flawed part of the accurate conversion is that it is very, very easy. Grab a partner and in two-player mode you'll soon have it completed. 58%
BUCK ROBGERS
SECROPIC ARTS

ELECTRONIC ARTS £39.99
Entry level RPG with the difficulty set just right for beginners. The compelling challenge means you are never short of something to do and there's a big challenge. 82%

ACCOLADE ACCOLADE £39.99
Guide Bubsy around his back
garden. The cheerful music and
colourful graphics can't disguise the
frustrating gameplay and lack of
originality which puts doubt over
lastability. 81%

BUDOKHAN
ELECTRONIC ARTS

239.99
The presentation builds up a terrific atmosphere. It's a shame that beneath it is a shallow beat-'em-up with few opponents and limited moves. 56%
BULLS VS LAKERS
ELECTRONIC ARTS
Re-live the 1991 NBA finals in this basketball sim. Every detail is taken care of, making the game technically accurate if nothing else. For die-hard fans only. 78%

## fans only. 78%

EULIX V BLAZERS
ELECTRONIC ARTS

A very realistic basketball sim – fast
and superbly simulated. The variety of
shots, dunks and slams give you a
wide choice of options making the
game a very playable affair. 89%
EURNING FORCE

MINDORT
A sad attempt at what should have been a thrilling blast-em -up. It offers nothing new. The scenario, graphics and bleeps have been seen many times before and, sadly, may be seen a few more times too. 28%

## CADASH

IMPORT
A Japanese arcade adventure. The detailed backgrounds and brightly coloured sprites make it fun to play, but the original enthusiasm soon wears off. 65%

IMPORT Vertical shoot-'em-ups are fairly common and to be any good they need something extra special. *Calibre* .50, sadly, is very mediocre. 33%

CALIFORNIA GAMES
SECA
219.99
All of the cool sports are included in
this colourful outling, but the game
seems rushed, with simple graphics
and gameplay. An old game that has
never been updated. 65%
CAPTAIN AMERICA AND THE AMERICERS
CECA.
£34.99

## Another battle against the forces of

Another battle against the forces or evil. Worth playing in two-player mode, but if you're a sole gamer, leave it alone. It's far too easy and ultimately dated. 37%

CAPTAIN PLANET

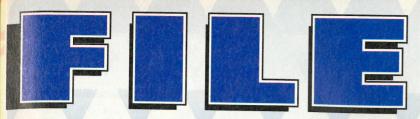
SEGA £39,79

Join the Planeteers in a typical platform adventure where good Join the Planeteers in a typical platform adventure where good attempts to conquer evil. Captain Planet's star appearance is rather overshadowed by the dull and lifeless backgrounds. 39%

SEGA £39.99
If you haven't got this, what have you been doing? This game has everything; great graphics, super sound, gorgeous gameplay and dynamic difficulty 93%
CENTURION ELECTRONIC ARTS A very welcoming historical strategy with excellent in-game maps etc. However, the enthralling storyline doesn't create enough fun to last for very long, 70% CHAKAN

SEGA £39.99
Taken from the comic book series of the same name. Creative graphics give an eerie atmosphere – as does the music – but failing gameplay lets it down. 76% CHAMPIONSHIP PRO-AM

This is a cross between Super Off Road and Super Sprint with good



#### Profile. We don't pad it out to 100 . It doesn't cost you a penny extra int to be totally in the know.

### RIVE Y MEGA DRIVE Y MEGA D

isometric view of the track. The bright graphics and super little soundtrack make it appealing. 67%



CHAMPIONSHIP BOWLING
IMPORT 237.99
An alleyway sim that's a lot of fun
with four players, however, the
computer is very hard to beat, but
the limited action severely
handicaps its appeal. 69%

CHIKI CHIKI BOYS

SEGA Twins and it's far too cute and far too easy. Younger players should find a challenge hidden within, but this platform adventure offers very little. 44% CHUCK ROCK

Stone Age shenanigans in this arcade adventure. Full of jokes, this humorous quest challenges the mind and pushes your gaming skills to the hilt. 79% CLUE

Cluedo, the popular whodunit board game, makes its way onto the MD. Has same failings as other board-to-console conversions. 76%

VIRGIN

Original, fun and super cool, this will have you tearing your hair out. It's very difficult and if you want to hone your timing and patience, then this is the game to do it with. 93%



**ELECTRONIC ARTS** 

A half way experiment between Madden'93 and '94 that allows you to play college teams against the ail-time greats with more strategies and an updated presentation of the playing moves. 91%

COLUMNS

SEGA £29.99
Such simple puzzle games as this never seem value for money, but when you play them for as long as you'll be playing this it all becomes clear. 82%
URGIN

A genetics company's secret experiments end in disaster when one of their creations escapes. You are brought in by the government to kill the mutant and infiltrate the corporation producing the monstrosities. Still a

great title. 90% CRACKDOWN £39.99

Wander around Gauntlet-style, shooting everything that moves. The graphics are detailed and the gameplay addictive. 77% CRUE BALL ELECTRONIC ARTS £39.99

Fast and furious pinball simulator Tries to better the classy *Dragon's*Fury, but fails. Ten different tables and lots of bonus screens and Motley Crue music. Yuk! 69%

It's a sad day when something as appalling as this is released. Its only purchase value is the novelty of having

the worst ever shoot-'em-up. 0%
CYBERBALL £19.99

SEGA £19.99 Futuristic American football with metallic monsters may sound strange, but its novelty is half the draw. The inaccurate graphics let it down. 36%

£39.99 This is an average two-player beat 'em-up where the main attraction is that you can pull off the best parts of other cyborgs and bolt them on to yourself. 68%

Dangerous seed

IMPORT
Novel graphics make this a real involving shoot-'em-up. There are 12 levels of alien plant terminating, ensuring this lasts for longer than your geraniums. 80%

DARIUS II

MPORT
12 levels can be attacked in any order means that there are a variety of possible endings. That alone should satisfy any shoot-tem-up player. 83% DARK CASTLE ELECTRONIC ARTS £34.99

The soundtrack is the only saving grace of this tedious offering. Jerky character animation and poor collision detection will have you reaching for the

off button, 50%

DARWIN 4081

IMPORT

Shooting those classy little aliens can prove to be a chore at times, but with Darwin 4081 it's simply a pleasure. Spectacular graphics. 81%

DAVE ROBINSON'S SUPREME COURT

The view from the stands may be

strange, but it is by far one of the best ways of playing this sport on small screen. Brilliant in all areas, but a pity the players aren't real. 84%



DAVIS CUP TENNIS

FOUR TOURNAMENTS AND PLEASE TO STATE OF THE STATE OF THE

**DEADLY MOVES** 

IMPORT
Poor attempt at a Street Fighter II
clone with each wrestler having limited
moves and only one special attack.
Lacks polish, excitement and just
about everything else. 51%
DEATH DUEL

RAZORSOFT £39.99
A shoot-'em-up which offers more than just a blast. Extremely tough and ultra-fast gameplay to keep you on your toes, but too repetitive. 42%
DECAP ATTACK

SEGA £34.99
Same game as Magical Flying Hat
Turbo Adventure with Gothic graphics
and gory killings. Big and very
playable. 75%
DESERT STRIKE

ELECTRONIC ARTS

A masterpiece of intense action as you take the controls of an Apache helicopter completing special missions in the Middle East. Pure arcade blasting fun with a little strategy to keep you on your toes. 90% DEVILISH

IMPORT IMPORT
Remember Break-Out? This is similar, but with far better graphics. Take control of two bats (not one) and break those walls down Addictive bash-emdown fun. 85%

DICK TRACY

SEGA £19.99
Loads of neat cartoon statics and a decent attempt at character sprites, but the gameplay lacks originality. This is best version of the game. 71%
DINOLAND
IMPORT

Devil Crash on a diet. Gone are the complex, atmospheric graphics and pounding sound. While poor scrolling and simple gameplay have been added – give it a miss. 43%

DOUBLE CLUTCH

SEGA £39.99
Radio controlled cars never did hold kids' attention for very long and this

Hadio controlled cars never did hold kids' attention for very long and this Mega Drive version isn't much better either. Although gameplay is fairly interesting, the graphics and controls aren't up to much. 78% DJ BOY

While there's loads of originality in DJ
Boy – a beat-'em-up on roller-skates
(?) – it is simple and too easy. 59%
DOUBLE DRAGON

BALLISTIC BALLISTIC £29,99
A treat for fans of the arcade. Two players can jump and punch their way through the three stages of the city. Much better than the sequel. 72% DOUBLE DRAGON II

The graphics are flickery, characters slow to respond and gameplay tiresome, 29%

DOUBLE DRAGON 3

PLYING EDGE £39.99
Hopefully the final episode in the abysmal *Double Dragon* battle. Five stages of repetitive and graphically useless, street fighting. 35%



Guiding Harker through the Dracula scenarios is a rather dated and uninteresting horror show despite the chilling and well drawn scenes and movie scenario. 65%

DRAGON'S FURY DOMARK

Official release of *Devilish*. Stunningly addictive game that has superb graphics and sound with tons of

Dungeons and Dragons will certainly test your RPG skills to the limit. Superb graphics and unlimited challenge make this a must. 84% DYNAMITE DUKE

SEGA £34.99
The Op Wolf-style behind the shoulder perspective works well and there are loads of well-drawn punks to mow down. Sadly, it's much too easy. 73%

EARNEST EVANS

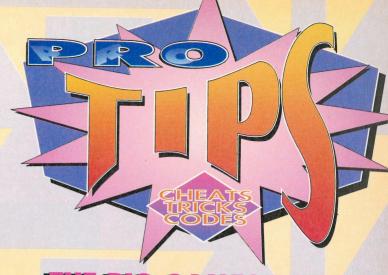
ARNEST EVANS
IMPORT
The original version that was later to become one of the first Mega-CD games. Guide your intrepid explorer through countless scenarios in this colourful adventure. 72%
EA HOCKEY
Was, in its day, one of the most accurate sport conversions ever. However,the improved NHLPA Hockey puts it down a few points. 85%
ECCO.

SEGA £39.99
Dolphin fans should find this more than addictive. Quide Ecco through murky waters in a desperate search to find his lost, loved ones. Excellent graphics and very original. 93%
ELEMENTAL MASTER
MPORT

IMPORT
This shoot-'em-up contains too few
levels and they're all too easy to
conquer. The gameplay is involving
and very addictive. 81%
EL VIENTO

IMPORT
This game not only looks great, it also plays like a dream. The animation and statics encourage you to venture further, even though it is tough. 88% £34.99

This conversion of ESWAT is accurate
The parallax multi-directional scrolling The parallax, multi-directional scrolling gives the impression of a huge garr Very challenging and addictive. 80%



#### THE BIG CAMES BUSTED EVERY MONTH BY THE UK'S TOP SECAPLAYERS

The postbag has been overflowing with tips this month. A particular mention goes of

to everyone that sent in the Jungle Strike passwords, but as you'll see there has been a complete guide to the brilliant game in this and last month's issues. If you have found a tip or need some ProHelp, why not write in to the SegaPro team – the best game busters in the business.

Send your tips, cheats and problem posers to:

Jason's ProTips, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

Remember, there's loads of SegaPro goodies just waiting to be won if you solve a rea ers' problem or send in the Star Tip of the month.



MEGA DRIVE

**CHOOSE CO-PILOT** Ed "Pink Floyd" Lomas from Rochester has won the tip of the month competition and wins a SEGAPRO T-shirt. His speciality

is busting the password systems on all the latest games, and this one is really cool.

Enter the password: BNSH3N6MHJK

This will start you on level one with four lives and you'll be able to select the co-pilot of your choice. To design your own passwords and start on any level with the same option, take any password and

change the first letter. Not every letter works, but you can normally go into about six other levels from one password! If you change the first letter of Ed's password, you'll be able to start on another level.



**MEGA DRIVE PASSWORDS** 

Steve Wright who lives in Southampton has written in asking for a few hints on Splatterhouse 2. Hopefully these level codes will suffice, Steve.

PASSWORD **EDKNAIZOLLDL** IDOGEMIALL DI ADEXOFZDI OMF **EFHVEIRAGORD ADENAIWRALKA** EFHXDEIALLDL EDKVEIIALLDL



**MEGA DRIVE** LEVEL SELECT

To skip a level in this zny game, play through a level as normal and

press PAUSE. Then press ABCBACABCBAC on the joypad. Press START and you will find yourself at the

end of the level, but there's nothing in the way of bonuses to be had which spoils the novelty. Luke Lachher, Cleckheaton

## MEGA DRIVE Y MEGA DRIVE Y M

EUROPEAN CLUB SOCCER VIRGIN
If you like your soccer sims designed
this way then this is perfectly
executed. The graphics are large,
move around convincingly and set a
halievable atmosphere. Probably the best MD footy so far. 82%
EVANDER HOLYFIELD'S BOXING

SEGA £39.99
Good main sprites and extreme challenging gameplay makes it a better than usual simulation. Crunching sound effects are realistic. Awesome! \$4%

MPORT
A strange mixture of RPG, platform and puzzle, makes Exile an intriguing game to play. Admirable and well worth seeing. 73% EX. MUTATS

Save the population from extinction in the aftermath of World War III. Detailed graphics and impressive sound. Let down by gameplay. 69%

DOMARK £44 99 Speed your way around the world in this fantastic racing sim. There are 12 different tracks that are authentically recreated and loads of player options.



F-15 STRIKE EAGLE II MICROPROSE

MICROPROSE
This is another classic flight sim from the company with a good reputation for producing quality aviation software. Great graphics, superb sound and relentless action.

£39.99

F-1 CIRCUS

MPORT Addictive and playable, F-1 Circus was, in its time, one of the best arcade driving sims. With plenty of courses worldwide, its great tun. 52% F-1 GRABD FRIX

IMPORT

IMPORT
Great roaring sound effects and
superb graphics make this racing fun.
It may not be as fast as F-1 Circus, but
the visuals are superior. 87%
F-22 INTERCEPTOR

F-22 INTERCEPTOR
ELECTRONIC ARTS

\$39.99

Plenty of scenarios to be shot down in, including Iraq, with Saddam shedding tears for his beloved comrades. It's now very dated. 72%

THE FAETY TALE ADVENTURE

CHECTRONIC ARTS £39.99

One of the biggest and most challenging games ever. Fans of RPGs and adventures will love it, but it's also very accessible and ideal for newcomers. 81%

FANTASIA

SEGA £39.99 SEGA £39.yg
Although the graphics are astounding, it's full of poor collision detection, frustrating restart points and repetitive gameplay. Very, very tough. 81%

£44.99 SEGA SEGA £44.99
A fairly credible Street Figher with plenty of action and moves to begin with but the interest will falter, unless you play it on the hardest difficulty setting. 84%
FASTEST 1

IMPORT
Full marks for splitting the screen for
two-player racing, but zero for looks
and gameplay. Racers are essentially
simple, but surely not this basic? 48%
FATAL LABYRIKTH

£19 99 SEGA £19.99
Fatal Labyrinth is far too easy to offer any real challenge to the experienced adventurer. It may prove ideal for the novice to dig into and complete. 68%
FATAL REWIND SEGA

CARTS E39.99
Originally titled The Killing Game Show, this makes excellent use of the the machine's capability. Headbangingly wicked soundtrack and super graphics accompanies this vast thinking-man's platformer. 85%
FATMAN

IMPORT
This is no Street Fighter II, but it certainly packs a punch. Well worth a play, with comical characters parading across the screen. 64% FERRARI GRAND PRIX CHALLENGE

FLYING EDGE £39,99
Possibly the worst racing game available. Poor graphics and jerky scrolling make it terrible. Monotonous grinding sound doesn't help. 38%
FIGHTING MASTERS

IMPORT

Here's another of those games with visuals designed only to conceal the fact that there's nothing else there. Okay beat-'em-up for wimps. 30%

IMPORT
As this is criminally easy, you shouldn't look for value. The boxers look great, but their power is so immense no-one stands a chance. 42%

IMPORT
Somehow, a WW2 setting for a shoot'em-up just doesn't seem right. The 
large graphics slow the gameplay 
below an acceptable speed. 55%
FIRE SHARK

£19.99 SEGA £19.99 Fun shoot-'em-up with everything but challenge. Good graphics, immense power-ups and a large array of opponents, but there are better. 75% FLASHBACK

If you thought Another World was good, wait until you see this! It has more than the first version with better graphics and animation. 94%

£29 99 The graphics are appalling, with some tiny sprites, simple backgrounds and the gameplay is monotonous. 37%

£39.99 SEGA £39.99
Fred Flintstone has been kicking around for a fair old time and now he stars in his own MD game! Fun graphics and gameplay in this platform

adventure. 79%
FORGOTTEN WORLDS SEGA SEGA £34.99
Repetitive gameplay becomes very trying. The stages are long and the enemies varied, making this a tough, but enjoyable, shoot-'em-up. 72%

G-LOC

SEGA 29.99 More mindless violence! An almost identical version to the arcade as you take to the skies and blast away as many enemies as possible! SEGA

IMAGITEC £37.00 IMAGITEC £37.00
Superb graphics and wonderful cartoon FX make this a top import title. Hilarious fun to play and totally cute. A wonderful scrolling action packer where your hammer takes pride of place. 89%

IMPORT Yet another coin-op conversion. Yet another coin-op conversion.

Gaiares, however, is an impressive shoot-'em-up which should keep all blast-'em fans happydespite its lack of originality. 81%

GAM GROUND

SEGA £19.99
A simultaneous two-player gamel Control a band of fighters who must shoot, bomb and jump their way through a massive landscape. 87%
GALAXY FORCE II SEGA

SEGA SEGA £19.95 Okay, this looks like the real thing, but it's miles off the mark. It has been totally slaughtered. No playability, less challenge – a total loser. 20%



GENERAL CHAOS FLECTRONIC ARTS \$44.99 ELECTRONIC ARTS £44.99
The haphazard battle between two
military generals produces chaotic
and addictive gameplay with a soft
shade of humour that makes this an
original piece of software for the
collection. 91%

GEORGE FOREMAN'S KO BOXING

ACCLAIM £39.99
A poor attempt that should have been put to sleep the moment the programmers finished. 54%
CHOSTBUSTERS

SEGA All the characters we know and love have been turned into Japanese mutants with massive heads. It's no

fun to play. 28%
GHOULS 'N' GHOSTS SEGA

SEGA £44.99
A pricey, but great arcade adventure that has already become a classic. There's no excuse to charge over the odds. Trouble is, everyone should at

least try it! 90%
GLOBAL GLADIATORS VIRGIN Wonderful platform game where you fire custard at Slime Monsters and collect McDonald's arches. graphics and sound are excellent. The gameplay is highly original and packed with challenging levels although longevity is in question. 89%

IMPORT

IMPORT
Testing platform adventure fun at its
best. Stunning graphics with authentic
and powerful backgrounds and, as yet,
not officially released. Only available
from Japan and the States, but is
worth seeing. 92%

GOLDEN AXE

SEGA £19.yy
In its day, a truly pioneering arcade adventure. Too easy, but the game contains loads of locations and aggressive adversaries. 72%
COLDEN AXE II

SEGA £19.99
Even easier than the original. This remix contains loads of new tough creatures to eradicate and some neat story screens. Buy one if you must, but not both. 75%



GOLDEN AXE III
IMPORT £34.99
The third in the series offers no real difference in gameplay apart from an option to choose your route at times during the quest. Let's not see a fourth release please! 62%

SEGA £29.99 Fancy controlling a 20-tonne tank to rescue a kidnapped girl. Addictive and the top-down view adds a novel aspect to an ordinary shoot-em-up. 77% GRANDSLAM TENNIS SEGA

SEGA £39.99
Run-of-the-mill tennis game, unofficially released as Jennifer Capriati Tennis. Very plain and basic graphics with nothing exciting to offer in the way of gameplay. 59%
GREENDOG

SEGA £39.99
Control the hip Greendog as he ventures through the wild side. Well-animated, but far too easy. A difficulty setting would've helped. 80%
GREY LANCER

IMPORT
Ultra fast scrolling shoot-'em-up Awesome soundtrack and nothing less than superb gameplay. The weapor selection adds even more fun. 83%



630 00 SEGA The original ideas and unique gameplay add to the fun and excitement of this two player shoot-lem-up that boasts effective and colourful backdrops. 87% original ideas and

GYNOUG

£19.99 SEGA
At the end of each level there are some disgusting guardians. This alone makes the gameplay fun. Gels well and is worth a look. 76%

HARDBALL

IMPORT
An average baseball simulator that looks nice, but doesn't offer a thing when it comes to the gameplay. Try something in the RBI series. 32% HARDEAL III

£39.99

ACCOIADE

Baseball games come and go, but Hardball III will keep obsessive fans happy for a very long time with its excellent graphics and great gameplay. 80%.

TENGEN Viewed from within the car, this uses filled vector graphics to display the road etc and is, despite its critics, a very playable driving game. 83%
HEAVY NOVA

IMPORT
Robots in a colourful, but rather poor, one-on-one beat-'em-up. Another CD conversion which certainly hasn't worked with the use of a cart. There are plenty better in this genre. 29% HEAVY UNIT

IMPORT
This shoot-'em-up's point of interest is that you can change the shape of your ship. It adds a tactical aspect to an average Japanese game. 68% HELLFIRE

IMPORT
Weird and wacky shoot-'em-up that

has a loyal following of fans who would swear by it. Great graphics and variety fail to hide its weak challenge. 69% HERZOG ZWEI

You wouldn't think this was an officia release. Even so, it's a fair attempt at combining strategy with arcade action among tanks. 76%
HIT THE ICE

IMPORT
This arcade conversion is let down by poor gameplay. Players are too slow and awkward to direct, destroying any incentive to progress in the tournament. 32%

HOME ALONE

SEGA £30 00 SEGA £39.99
Completely average spin-off from the hit movie. Average graphics and sound. Below average gameplay and ultimately totally boring. 54%
RUMANS

IMPORT

IMPORT
Nice little puzzle game in which
humans are controlled to clear levels.
Okay graphics and sound, but nothing
too special. 80%

ELECTRONIC ARTS

The Immortal combines brilliant visuals with tough puzzles to create a monster of a game. Above all, there are almost 20 different, gory death sequences. 83%
INDIANA JONES: LAST CRUSADE

US GOID £39.99
A fairly decent platformer that follows the film well, but with only five short and easy levels, there may not be enough here to please ardent games players. 72%
INSPECTOR X

This is a truly superb shoot-'em-up and one of the very few import games to excel. While the gameplay keeps you stuck to it like a limpet, the graphics continue to surprise and the sound keeps the adress present kit name pumping. Almost necessary kit. 90%
ISHIDO: THE WAY OF THE STONES

IMPORT Fans of the ancient Chinese game Shanghai, will love this simulation. Quite why you should spend £35 on a board game is beyond us, but each to their own. 64%

LEAGUE PRO STRIKER

IMPORT
Soccer is becoming big in Japan and
this game coincided with the start of
their new J League. A great footy sim,
with everything you'd expect in a
match, including a four player option.
It's fester on Ken mechines! It's faster on Kap machines! S JAMES BOND - THE DUEL

DOMARK £39.99

DOMARK £39.99

James Bond offers his services to rescue a few dumb blondes. Neat animation and flawless graphics are helped along by spot-on effects. 80%

JAMES PORD

JAMES POND

ELECTRONIC ARTS

239.99

This was the first MD game to be programmed solely in the UK. Unfortunately, everything is far too bland as you swim around saving the environment. 70%

JAMES PORD II
ELECTRONIC ARTS £39.99
Some said this was better than Sonic
one thing's for sure, it's much faster!
The graphics are super slick, the
gameplay challenging and, above all,
it's a really fun game to play. A brilliant
sequel. 90%

Sequel. 90%
JENNIFER CAPRIATI TENNIS

JERMIFER CAPRIES.

IMPORT

Run-of-the-mill tennis game, released officially as Grandslam Tennis. Very plain and basic graphics with nothing exciting to offer in the way of gameplay. 59%

JEWEL MASTER

EGA

£34,99

SEGA E34.77
Initially impressive, with some smooth parallax scrolling and a good deal of colour splashed on the screen. But just too repetitive. 61%
JOE MORTANA FOOTBALL
1.99

SEGA £19.99
One of Sega's first attempts at an American football game, but not even the great Joe Montana can save it from being unplayable and totally boring. 57%

SEGA 534.99
This Sportstalk game from Sega includes real-life running commentary. Very innovative, but it's far from making it a hit. The side-on view is not as good as John Maddens. 75%
JOE MONTANA III

\$34.99

SEGA 234.99

A much updated sequel which would have been considered a good alternative if it weren't for the sheer quality of EA's Madden 93. Nice try, all the same. 84%

JOHN MADDEN FOOTBALL

239.99

ELECTRONIC ARTS £39.99
Single-handedly started the American football following on the Mega Drive. This is real fun to play, although it's far too easy. 84%.
JOHN MADDEN FOOTBALL 92
ELECTRONIC ARTS £39.99

ELECTRONIC ARTS

The updated graphics and sounds make this everyone's choice for a footy game. Although it's very accurate, you only need to use a limited array of passes to get anywhere, 22%

OHN MADDEN FOOTBALL 93

FIETCRONIC ARTS.

ELECTRONIC ARTS £39.99
Same as the others, but with updated team line-ups and Greatest Ever teams. Hardly worth buying if you already have Madden 92, but if you FLECTRONIC ARTS haven't got one, buy this. 92%
JORDAN VS BIRD

ELECTRONIC ARTS £39.99 Although there's a great one-on-one basketball game and two decent sub games, it suffers from the lack of a decent full game option. 78% JUNCTION IMPORT

IMPORT
Junction adds a new flame to the fire
by mixing a Pipe Mania type game
with a slide puzzle, resulting in a very
challenging game. 81%
JUNCLE STRIKE

FLECTRONIC ARTS ELECTRONIC ARTS £44.99
Each of the nine campaigns has a variety of missions and scenarios that will have you totally absorbed for weeks! With so many enemies and superb gameplay, this is an awesome leap forward from Desert Strike. 96%

KABUKI SOLDIER

Exciting beat-'em-up featuring sumo wrestlers and other similarly overweight persons. Scrolling backdrop is exquisite, but a mite easy for old hands. 73%

MA-5E-KI
MPORT
Known also as Fists of Steel, this beat-tem-up is nothing spectacular. Tiny bodies with big heads romp about in an effort to beat each other up. Need we say more? 36%
KID CHAMELEON
SCA.

£39.99
SCA.

SEGA £39.99
The Kid must venture over and underground to save his mates. Best of all, he can change his persona, resulting in constantly changing gameplay, 78% KINC COLOSSUS

SEGA IMPORT
Japanese adventure game with a lor
introductory sequence. Nine stages
pretty, but uneventful, adventurin
Learn the lingo first! 43%
KING'S BOUNTY

KING'S BOUNT IMPORT A blocky and rather boring RPG with huge amounts of bland landscape to cover. With much to explore it is bound to appeal to many RPG gamers. 66% KING SALMON

IMPORT IMPORT
Fishing simulator with lots of addictive gameplay. Detailed graphics help make it fun to play and ultimately very competitive although it is a very basic game. 68%.

KING OF THE MONSTERS

SECA 239.99
King of the Monsters isn't all that good, but it is funny as monster fights monster while trying to cause as much destruction in the over-populated cities. 57% cities.

DOMARK DOMARK
This is still one of the most infuriating puzzle games to play. Excellent sound and constantly changing graphics ensure lasting gameplay. 80%
KRUSTY'S SUPER FUN HOUSE

FIYING EDGE £39.95
A platform where you control The Simpsons' Krusty. Unfortunately, you're always waiting for something exciting to happen and boredom sets in. 75%

LAND STALKER IMPORT

IMPORT
Fantastic adventure game with tremendous graphics and a huge game area to cover. Currently in Japanese text, but well worth waiting for officially. 84%

ELECTRONIC ARTS

234.99
This was one of the first EASN plotsy games to fully utilise the EASN plotsy characteristics. It's incredibly realistic, looks great and the action is hot. 80%

LAST BATTLE

SECA.

£19.99 SEGA SEGA £19.99
This is a disappointing beat-'em-up because the graphics are great, but are let down by slow, repetitive gameplay. 58%
THE LEGEND OF GALAHAD

INL LEGEND OF GALARIA ELECTRONIC ARTS 239.99 Nothing more than an average platform game with an element of RPG to boost its rating. Detailed graphics, but ultimately boring and uneventful. 64% LEAMINGS

SEGA £39,79
The finest puzzle game to hit any machine let alone the MD. Take control of numerous amounts of assorted Lemmings and keep their population alive. Super addictive fun and wicked coundtracks play on each level. SEGA

alive. Super addictive tun and wicked soundtracks play on each level. 90% LHX ATTACK CHOPPE ELECTRONIC ARTS £39.99
A far from original helicopter simulation set within the hostile air zones of the Middle East. Nothing special about the vector graphics or sound. Should appeal only to diehard

sound. Should appeal only to denard war junkies. 70% LOTUS TURBO CHALLENGE ELECTRONIC ARTS £39.99
Very nearly the ultimate car racing game. A blinding realism of speed and fantastic graphics give the required edge over anything else. 89%

MI ABRAMS BATTLE TANK

SEGA £39.99
If you like tanks then this could tickle your fancy. The graphics are impressive and the sound functional, but the real delight is in controlling the massive chunk of metal. 80% MAGICAL MR TALUROOT

MAGRICAL THE CHARGE IN THE CONTROL OF THE CHARGE IN T

MARGLE MADNESS
ELECTRONIC ARTS £34.99
If you were a fan of the coin-op, you'll love this. It's an exact replica; the only difference being lack of trackball and challenging levels. Still, very playable and enjoyable. 22%

MARIO LEMIEUX HOCKEY
539.99

SECA 239,99
Despite the Sega hype, this failed to impress. Viewing the match from the side fails dismally, making it very hard to work out moves and NHLPA Hockey runs all over it. 73%

IMPORT
A great game with vast amounts to do and explore. Platform adventuring with a tinge of cuteness and probably a test of anyone's skill. 73%

MASTER OF MONSTERS

MASTER OF MODES AND THE MODES

MASTR WT MINIOR THIS WEST AND THE WASTER WAS

SEGA £39.99
A great combination of beat-'em-up and shoot-'em-up action. Lots of enemies, some lovely graphics and engrossing gameplay, 81%

MEGA LO MANIA

£39.99 VIRGIN £39.99
Ever wanted to be God? Now is your chance. An absolutely brilliant game which includes stunning gameplay and it's all very challenging. Not a moment too soon, either. 92%

MEGAPAREL

IMPORT
Tetris, but fresher and better
presented than the old Russian
puzzler. There are some great
graphics and varied gameplay, making
it an addictive game. 83%
MEGA TRAX IMPORT

IMPORT

This deserves credit for trying, but fails a 4x4 beach racer should be. Split-screen versus adds to the play. 59%

SEGA Identical to the arcade, this boasts

stunning graphics and beefy sounds, but is too easy for most players. 75%

MICRO MACHINES CODEMASTERS £39.99
The definitive in stupidity, but it works well. Race your miniature car around the breakfast table or on little Timmy's bedroom floor. All-action raciness in a class of its own. There's nothing else

just quite like it. 90%
MIDNIGHT MADNESS IMPORT

IMPORT
Coin-op conversion which fails to impress. Average quality graphics and sound which will only appeal to diehard fans of the arcade game. 47%

MG-29 FIGHTER PILOT

220.00

DOMARK £39.99
A challenging and exciting flight sim that takes you through five tough missions in the Middle East. Some

missions in the Middle East. Some great polygon graphics and relentless cockpit dramast 82% ELECTRONIC ARTS £39.99 Ground-breaking and hugely popular RPG which grows on you the more you play it. Loads of characters to interact with and tons of items to exemple and use 82%.

examine and use. 82%
MIKE DITKA FOOTBALL

The graphics are poor, but the game is addictive. Mike Ditka doesn't have the charisma of John Madden, but his comments make more sense. 78%

IMPORT
A good representation of the board
with superb animation. The banker
doesn't cheat and rules are adhered
to, but why not buy the original board
version for £10 instead?
44%
AONSTER LAIR

Controlling a sword-wielding young lass may excite you, but the whole adventure through the greenery soon gets very tedious. 40%



ACCLAIM £49.99
A ohe-on-one beat-'em-up that's almost a perfect conversion of the arcade. The lifelike graphics and superb animation makes this one of the best fights ever! 93%





## MPORT Blocky graphics are even worse than the original arcade game. 32 colours can be displayed on screen at any one time, but not here. 28%.

MOONWALKER

VIRGIN 239,99
There are ten boxers you must beat before becoming the number one rank. Each boxer is superbly animated and the ringside atmosphere is terrific. Even if you're not a boxing fan, this is a real knockout. 31%

WITATT LEAGUE FOOTBALL

HETTRONIC ARTS.

RUTANT LEAGUE FOOTBALL
ELECTRONIC ARTS 239.99
A great idea that is let down by the lack
of depth that made the John Madden
series a timeless classic. If you found
John Madden' too deep, then try this for
more fun. 70%
AYSIC DEFENDER

SEGA £19.99
A blasting frenzy for the first couple of plays, but it soon turns into nothing more than a boring wander through the far eastern undergrowth. 65%

#### NEW ZEALAND STORY

IMPORT
This is a super conversion of Taito's hot platform coin-op in the style of Bubble Bobble. The two-player mode is excellent fun and only slows up occasionally 85%

KBA ALL STAR CHALLENGE

#### IMPORT

IMPORT
The lack of a full-game tournament option lets it down, but there are lots of challenges against the computer or second player. 68%
HILPA HOCKEY

ELECTRONIC ARTS
The definitive ice-hockey simulation.
Similar to the original, EA Hockey, but lots more stats and real players, each with their own characteristics. Because of stats, better than the original in one-player mode, but slower and tougher.

#### NINJA BURAI

IMPORT
An RPG that requires an understanding
of the Japanese language. All onscreen instructions, gauges and
indicators make life very difficult. 79%

#### OLYMPIC GOLD

US GOLD £39,99
The MD is short of this kind of gold more
than manages to fill the gap that has
been created. Best played with a crowd
of players. 81%
ONS.AUGHT.

#### IMPORT

An excellent medieval platform beat-An excellent medieval platform beat-em-up that comes recommended – if you can find a copy. Be prepared for one of the best platformers available today, 81% OUTLANDER

IMPORT
An enjoyable drive'n'blast game that
will please anyone who fancies
themselves as a Mad Max clone, but
more of the same really! 62%

SECA 219.99
This still has a basic undefinable draw Perhaps it's the joy in burning up other road-users. Sadly, it slows down when too much gets on screen. 75% SEGA £39.99
This isn't another episode in the *Outrun* sagal Set far into the future, it's the best *Outrun* so far and offers a wicked challenge with detailed graphics. 63%

PAC-MANIA DOMARK £34,99
3-D Pac-Man is a rather pleasant outing. The graphics are excellent, which makes the whole thing a joy to

DOMARK £39.99
A fine conversion firmly entrenched in people's hearts. Lots of new streets and even more hazards to circumnavigate. It still lacks and two player versus mode. 60%
PAPERBOY 2

player versus mode. 60%

APPRBOY

APPRBOY

DOMAK

239.99

Another fine conversion, but there's still no two player versus mode. Still if you are a fan of the original, then this is more of the same, with very little else added. 63%

PGA TOUR GOLF

ELECTRONIC ARTS

S19.99

Slightly better than Arnold Palmer due to its realism (you even get the cocasional bind tweeting) and improved graphics. 88%.

PGA TOUR GOLF II

ELECTRONIC ARTS

244.99

A successful follow-up to one of the best golfing games ever. New courses and a bigger challenge await players, but it is very similar to the original having few changes other than a few more courses. 90%

PHANTASY SOLDIER 3
IMPORT
As the majority of gamers won't have heard of this game, if you see it, buy it! A top quality platform adventure with excellent graphics and even better gameolay, 85%

#### gameplay. 86% PHANTASY STAR II

SEGA 259.99
First of the mammoth RPG series. It's fairly easy to get into which is encouraging. Old-hands may find it too

SEGA 249.99
Now this is more like it – ten quid cheaper than the original! The progress shows with improved graphics, but the sound is still very weak and it's still very pricey for what you get. 78%.

PRELIOS

\$34.99

#### SEGA £34.99 Mediocrity is the order of this shoot-

'em-up, with bog-standard audio visuals and ordinary gameplay. Another one you'll finish the day you get it. 60%

PICSKIN FOOLBRANE IMPORT
Based loosely on the rules of American football, except it's 200 times more violent! Brilliant fun, which works surprisingly well in two-player mode. 75%. PIT-FIGHTER

DOMARK 249.99

Improved digitised graphics, gut
wrenching sound and the appeal of
battering opponents to death. How
could this fail to be a winner? 87%
POPULOUS

POPULOUS
ELECTRONIC ARTS £39,99
One of the most over-rated games ever.
This certainly isn't an action game, yet
the strategy isn't clever enough to keep
mental players enthralled for long.
65%
POWERBALL

POWERBALL
IMPORT
The graphics are very simple in what is a cross between wrestling, martial arts and soccer. The original idea is innovative, but poorly executed. 74%
POWERMONEER

POWERMONGER
ELECTRONIC ARTS

A massive land-conquering mission has to be undertaken. Unfortunately, the graphics and sound let it down and long-lasting appeal is seriously affected. 72%

#### POWER CHALLENGE

POWER CHALLENGE
ACCOLADE £39,99
Reverse angle replays, well drawn fairways and a realistic sense of depth and control on the two courses are the main features of this average golf sim. 72%

FREDRUKE FIVING EDGE £34,99
FUTURISTIC STEEL VIEW FOR FOR FOR FOR THE SKILL I LEVEL AND JOINT OF THE SKILL I LEVEL AND JOINT

PRO QUARTERBACK IMPORT
A playable enough game, but it's too unoriginal. Ardent sports fans will enjoy it, but bemoan the lack of a tournament option. 70%

#### QUACKSHOT

YUACKSHO!
SEGA

£39,99
You could be forgiven for thinking you were watching a Diney cartoon on TV—that's how cool the animation is. One of THE best games for the Mega Drive.
Add it to your collection. 93%
QUAD CHALLENGE

MPORT
Four-wheeler buggies racing round an indistinguishable race track. The sprites are as poor as the track, so this game is a total failure and very, very unplayable. 16%

#### RAIDEN TRAD

IMPORT
More shoot-'em-up fare from the Far
East. The graphics are okay, but there's
nothing – not even a two-player model
It's far too easy too. 37%
RAINBOW ISLANDS

With two games in one - an accurate

coin-op conversion and a super-charged toughie for pros – this is one platform game you'll be playing for ages. Cute graphics and sound plus very addictive gampoleu 20%.

Sega seem to have pushed the machine to its limits with 128 colours on-screen simultaneously! Although the difficulty seems to be set high, it will keep you coming back for more and

Shooting the gun-toting inhabitants of a forest always seems to have a strange attraction. But the action becomes very repetitive and the collision detection

IMPORT
Take control of your gallant hero and
guide him through a maze of dangly
platforms. Reasonable graphics, but
poor gameplay. 61%
RBI 3 BASEBALL

IMPORT
The baseball simulation without a difference. Screens full of statistics and an incredibly difficult batting motion. Don't expect anything out of the refinery. ordinary. 72%
RBI 4 BASEBALL

RB14 EASEBALL
IMPORT
A tough simulation where hitting the ball is the main obstacle. Perfect this and you'll discover the outfield is all too bland, 78%
THE REVENGE OF SHINOBL
SECA 219.99

SEGA £19.99
Still considered to be the best game of the oriental beat-tem-up, magic-tem-up genre. The graphics are big and beautiful with some excellent backdrops. Another essential purchase for every Sega owner. 90%
RINGSDE ANGEL

TIME GAL

MEGA-CD

level select

cheat for the recent Official

release of the popular

Japanese

import game. Go to the menu

screen and press UP, UP, UP,

Down, Down, Down, LEFT, LEFT, RIGHT, RIGHT,

Up. If the cheat has

worked, you will hear a

jingle. Go into the game

and you will be able to start on any level. Start

pauses the action and C takes you to the end of

Tony Underwood, Bolton

LEVEL SELECT

Go into the options screen and

highlight the 'driving only' section.

Hold the D-pad LEFT and press B.

'Difficulty' and hold LEFT and press B. Repeat this all the way

through to seven on the options screen. When you reach the

bottom option, go back up the list

repeating the procedure. You should hear a jingle to confirm

Change the options to what you

want and start the game. Press START and then C to select the level you want to play.

that the cheat has worked.

Move the cursor down to

the current level.

LEVEL SELECT

This is a useful

#### The appallingly sluggish gameplay

The appallingly sluggish gameplay ruins this women's wrestling game. Even the graphics haven't been exploited. 60% RINGS OF POWER ELECTRONIC ARTS £49.95

Extremely large, extremely colourful and extremely difficult sum this up. If you can survive for any length of time, it will entrance you. 79% RISKY WOODS.

## RISKY WOODS ELECTRONIC ARTS Interesting varied background graphics and atmospheric music make it fun to play, but possibly not fun enough. Still, a good challenge, 72% ROAD BLASTERS

MPORT
Converted from the coin-op, but
unfortunately it is dismally poor. If you
can put up with the poor scrolling, it
may bring back a few memories. 39%
ROAD RASH

FOAD RASH

£39.99

You have to race a motorbike through the countryside, overtaking or clubbing other competitors, and avoiding the cops. Great fun. 90%

ROAD RASH II

RUAD RASH II
ELECTRONIC ARTS £39,99
Same as the original. Take control of your motorcycle in a hecitic race against other villainous bikers. Enormously addictive and the fantastic addition of a two-player mode should keep everyone happy. 92%



#### **ROCKET KNIGHT ADVENTURES**

KONAMI 239.99
Sparkster's rocket fuel capabilities make this a powerful platform shoot-iem-up with screens that are littered with bright and detailed enemies and bosses. 89%

#### ROLLING THUNDER 2

SEGA £39.99

Be prepared for encounters with hoods brandashing sub-machine guns, parthers and 18-wheel juggernauts. Jap machines only. 89%

RUMARK
IMPORT
Save the wildlife in this Indy-style
adventure beat-'em-up. There are just
too many annoying aspects that stop it
from being great. 58%

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0891 318 410 ......SUPER NES CHEATS HINTS & TIPS

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#### DRAGON MASTER SYSTEM

INFINITE LIVES the middle of the screen and do 30 kicks by pressing buttons 1 and 2 together. You will be awarded with infinite lives. This cheat works in a



#### BATTLETOADS

#### **MEGA DRIVE**

LEVEL THREE WARP

To discover a secret warp, Battletoad butt the two pigs at the start of the first level and run to the first platform to find a glowing warp. Walk into the warp and you'll be shown another screen offering the chance to warp up to two levels. You must be very quick with this cheat else the glowing warp will





#### RAINBOW ISLANDS IMPORT

With two games in one - an accurate with two games in one – an accurate coin-op conversion and a super-charged toughie for pros – this is one platform game you'll be playing for ages. Cute graphics and sound plus very addictive gameplay. 92% RAMBO III

SEGA £19.99
Shooting the gun-toting inhabitants a forest always seems to have strange attraction. But the actic becomes very repetitive and the collision detection poor. 76%
RASTAN SAGA 2

IMPORT
Take control of your gallant hero and guide him through a maze of dangly platforms. Reasonable graphics, but poor gameplay. 51 %
RBI 3 BASEBALL

MPORT
The baseball simulation without a difference. Screens full of statistics and an incredibly difficult batting motion. Don't expect anything out of the ordinary. 60%
RBI 4 BASEBALL

RBI 4 BASEBALL
IMPORT
A tough simulation where hitting the ball is the main obstacle. Perfect this and you'll discover the outfield is all too bland. 70%
RBI 193

RBI '93
MMPORT
Yet another attempt to introduce us to
American baseball. Sadly, this isn't
going to persuade many people that
it's a great sport with its dodgy control
and bland gameplay. 55%
THE REVERGE OF SHINOSI
SECA.

THE REVENGE OF SHINOBI SECA 219.99
Still considered to be the best game of the oriental beat-'em-up, magic-'em-up genre. The graphics are big and beautiful with some excellent backdrops. Another essential purchase for every Sega owner. 90% RIMOSIDE ANGEL

IMPORT IMPORT
The appallingly sluggish gameplay ruins this women's wrestling game.
Even the graphics haven't been exploited, 60% RINGS OF POWER

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Extremely large, extremely cloud.

Extremely difficult sum this up. If you can survive for any length of time, it will entrance you. 79%

RISKY WOODS

ELECTRONIC ARTS

£39.99

ELECTRONIC ARTS £39.99 interesting varied background graphics and atmospheric music make it fun to play, but possibly not fun enough. Still, a good challenge. 72% ROAD BLASTERS

IMPORT
Converted from the coin-op, but unfortunately it is dismally poor. If you can put up with the poor scrolling, it may bring back a few memories. 39%
ROAD RASH IMPORT

ELECTRONIC ARTS ELECTRONIC ARTS £39.99
You have to race a motorbike through the countryside, overtaking or clubbing other competitors, and avoiding the cops. Great fun. 85%
ROAD RASH II
ELECTRONIC ARTS £39.99

ELECTRONIC ARTS 239.99
Same as the original. Take control of your motorcycle in a hectic race against other villainous bikers. Enormously addictive and the fantastic addition of a two-player mode should been extracted beautiful 20%. keep everyone happy. 92% ROLLING THUNDER 2

SEGA £39.99
Be prepared for encounters with hoods brandashing sub-machine guns, panthers and 18-wheel juggernauts. 88%
RUNARK

IMPORT

IMPORT
Save the wildlife in this Indy-style adventure beat-'em-up. There are just too many annoying aspects that stop it from being great. 58%

SAINT SWORD

IMPORT
An adventure with the little man with a sword routine. The background graphics are impressive, but is overshadowed by bad animation. 64% SD VALIS

IMPORT
This is a sad Japanese arcade adventure. In fact, the whole thing is mildly disturbing. There's very little content to keep you playing. 35%

#### SHADOW BLASTERS

IMPORT
This is a beat-'em-up which fails to impress. Poor graphics and virtually non-existent gameplay. Once again, a very strange game. 46% SHADOW DANCER

SHADOW DANCER
SEGA £39.99
The addition of a dog to do your dirty
work and help you out of awkward
situations adds a welcome element to
an attractive beat-'em-up. 63%
SHADOW OF THE BEAST
ELECTRONIC ARTS £19.99
Beautiful sound and graphics are let
down by monotonous gameplay which

could leave you bored out of your skull. Lacks content. 68% SHADOW OF THE BEAST II ELECTRONIC ARTS

The long awaited follow up to the original beastly adventure. Teasing puzzles combined with atmospheric music and mystical graphics. 78'
SHINING IN THE DARKNESS

SEGA £44.99
Set a standard which the Mega-CD Set a standard which the mega-Cu would have been hard-pushed to follow. One look at the graphics and you know it's something special. Very challenging, smart-looking and addictive. 88%

SEGA £44.99
The best RPG to be released on the MD. Fantastic graphics combined with brain-leasingly difficult puzzles and fun combet scenes. 93%
SHOVE IT

IMPORT
As the title may imply, you literally shove things into where they belong. Really plain graphics which offer nothing more than the gameplay. 30%
SIDE POCKET

SECA £34.99
Reasonably uneventful pool simulation with a few sexy women to boost its sales. The tables are dull, but a few trick games and extra options liven the proceedings. 64%

MMPORT
Todd must escape from the planet he is stranded on. All the surroundings are convincingly slimy, but there's just too much green stuff for this to be bearable. 64%

SNOW BROS

IMPORT
Arcade style graphics and gameplay make this a winner. Although there are far too many enemies to snowball, it's still hugely addictive and brilliant fun! 79%
SOKOBHAN

IMPORT
Not much fun as you move crates around a warehouse. Lacks any sparkle to give incentive to keep anyone playing long. 59%
SOL-FEACE

SOL-FRALE
IMPORT
A CD conversion without the sound
quality. Otherwise, there's very little
difference between the two formats. A
very average shoot-'em-up. 56%
SONIC THE HEDGEHOO

£34,99

SGA 934.99
Sega's supersonic hero's first outing is just what everyone says it is, purely brilliant. Unfortunately it doesn't have much depth and the game is easily completed, but it has to be experienced. 90%
SONIC THE HEDGEHOG 2

SEGA 29.99
The best game of 1992. Sonic 2 delivers the goods in style. Little can fault this brilliant piece of software. Hyper-speed platform adventuring at its best. Everyone should play it! 94%.

SPACE HARRIER II.

SPACE HARKIEK II
SECA £19.99
The poor sound, appalling collision detection and awkward playing view may prove too much for most ardent fans. This only ever worked in the £19.99

arcade. 62%
SPACE INVADERS '90

SPACE INVALUENCE
IMPORT
Definitely for oldies who remember playing this ultimate classic. The variation makes a change from the modern shooters, but the enthusiasm runs thin. 79%
SPEEDBALL II
VIDCIN
239.99

Techno-rugby for the insane. Pitch and Techno-rugby for the insane. Pitch and players are both graphically superb, giving a great futuristic feel. Grunts and groans are also wicked. Play a friend or computer, but play it! 92% SPIDER-MAN

SEGA
All the bad guys are here along with some excellent story-telling screens. Dodgy collision detection makes for frustrating gameplay. 85%
SPLATTERHOUSE 2

Chainsaw machismo at its fiercest. Eight stages of blood-thirsty and totally tasteless graphics, combined with equally sadistic music. 86% SPORTS TALK BASEBALL

A difficult simulation to pull-off, but this

A difficult simulation to pull-oil, but this is a real winner. Graphically excellent and great fun. Very difficult to beat the computer. 80%

STAR CRUISER

IMPORT
Completely unplayable due to Japanese text. Try it out if you must, but interest could soon wane. 35%
STARFLIGHT

ELECTRONIC ARTS Deep space mining is the name of this game. Plenty of combat, but also plenty of strategy. Beware of repetition,

A horizontal shoot-'em-up with huge

sprites that seem innovative, but exterminating wave after wave of them becomes monotonous. 50% STEEL TALONS

DOMARK
The MD hasn't been utilised to its full
potential and fails to impress as much
as the arcade game. Chopper combat
at a lower level. 54%
STORMIORD

STORMURE
IMPORT
A cutesy adventure game with
intriguing, but not difficult, puzzles.
Instantly likeable, but too hard, making
it repetitive and quite boring. 73%
STREET SMART
£34.99

SEGA £34.99
This beat-'em-up's gameplay is limited due to the small array of martial arts moves. It's also very easy to complete the game on your first go. 67%

STREETS OF RAGE

STREETS OF RAGE II

\$34.99

This was widely accepted as the most gruesome beat-'em-up when first released, but it penultimately lacks challenge. Moves are wide-ranging and the sound effects and tunes awasome, but it could all be over on the first go, 83%

STREETS OF RAGE II

\$44.99

STREETS OF RAVE ISSEGA £44.99
An good beat-'em-till-they-bleed offering. The massive 16Mbit cart has been used to its full potential. Teamplay and versus modes make the overall game something to relish, if that's what you like. 87%

STRIDER

SEGA £19.99
All stages, bar the last, are easily completed. The graphics on some will have you awe-struck, but too many sprites on screen causes the dreaded slowdown syndrome. 87%
STRIDER II

US GOLD US GOID 539,99
This action-packed platformer follows
the tradition of the original, although
it's been totally revamped for a more
modern feel. Unfortunately, there are
no passwords, so it's going to be a fair
while before you finish it. 76%
SUMMER CHALLENGE

SUMMER CHALLENGE
ACCOLADE
E34,99
Budding athletes are given eight
different summer time sports. The
sprites are well animated and very
realistic, but unfortunately, events are
too short. Gameplay is also a little
dated to say the least. 52%
SURSET RIDERS

SUNSET RIDERS
KONAMI £39.99

Authentic cowboy and indian action is similar to coin-op, but with less detailed graphics. One of the best platform shooters around that shouldn't be ignored! 85%

SUPER AIRWOLF

IMPORT
Also known as Crossfire, this shoot'em-up certainly packs a punch. Very
fast gameplay and superb graphics
makes it a winner, but it ultimately

lacks variation. 53%
SUPER BATTLETANK

IMPORT
This tank sim may appeal to your basic instincts, but complete and utter

boredom sets in. Far too easy to offer any challenge and nowhere near realistic. 44%

SUPER FANTASY ZONE

SEGA \$234.99
Small sprites with extras including power-ups and big guardians. Corking good fun for a few hours, but after that your eyes may become weary. 67%
SUPER HANG-ON

Super smooth scrolling at a mindsuper smooth scrolling at a mini-numbing pace ensures you'll get the thrill of motor biking every time you play this. The feel of racing is perfectly captured. 82% SUPER HIGH IMPACT

A total of 18 teams should give A focal of 18 teams should give American football fans something to find of interest. Good animation, but a lack of challenge due to the omission of a league. 73% SUPER 10

IMPORT IMPORT
It's been over four years since Chase
HQ was in the arcades and Super HQ
certainly reminds you of this fact and
offers very little. 52%
SUPER HYDLIDE

SEGA £19.99
Some RPGs just don't have what it takes to attract. In this, there just isn't very few places. Very boring. 49%

SUPER KICK OFF

May have been the best in its day, but although the scrolling is flawless, it is hard to control players' actions. Worth a look, though. 77%

SUPER LEAGUE BASEBALL

SEGA £34.99
Baseball is an essentially repetitive game. To stave off the boredom, there has to be loads of features and this should offer enough of these to keep you enthralled. One of the decent attempts at the sport. 82% SUPERMAN

VIRGIN £39.99
Different to the import version,

DITTERENT to the import version, although it still deesn't quite hit the mark. Battle your way through five levels of traditional platform gameplay and watch out for the fiddly controls. 80%.

IMPORT
This looks like a great little war game.
There are loads of super statics that really build up the tension and set the scene for a very challenging confrontation. 80%
SUPER MONACO GP

SEGA 234.77 Lacks just one thing, a two-player mode. Everything else is here, especially the gameplay which makes you feel as if you're racing around the top GP circuits. 85%
SUPER MONACO GRAND PRIX II

SEGA 249.99
An absolutely rubbish racing simulator.
Pretty graphics and all that, but useless gameplay and a virtually non-existent difficulty level. 41%
SUPER OFF ROAD

BALLISTIC £29.99

A brilliant conversion of the original bringing all the sights and sounds of 4x4 truck racing to the MD. One and two-player games are similarly addictive. 88%

SUPER REAL BASKETBALL

SUPER REAL BASKETBALL
SEGA
234.99
The beautiful close-ups make this
enjoyable to play. There are a few
other neat effects that make this stand
out from the crowd. 82%
SUPER SMASH TV

ACCIAIM £29,99
Highly acclaimed arcade game that is very tough, but successful controls and a sprite filled screen make it awesome. 85%
SUPER HUNDER BLADE

SECA £19.99
A shoot-'em-up that's claim to fame is the two views (from behind the chopper and from above). All it does is confuse the gameplay. 73%
SUPER VOLLEYBALI.

SUPER VOLLEYBALL
IMPORT
Taking a side-on view and scrolling the
court across the screen, this is a very
innovative interpretation, but you have
to play the sport to enjoy it. 84%
SUPER WRESTLEMANIA

SUPER WRESTLEMANIA FLYING EDGE 239.99 Addictive two-player action in the ultimate WWF simulation. Wickedly detailed sprites and a barrel-full of special effects. 80% SWORD OF SODAN

FLECTRONIC ARTS ELECTRONIC ARTS 239.99 Unbearably sluggish gameplay is a pity because the massive sprites that cause it are excellent. It's very difficult to get into and harder to like. 33% SWORD OF VERMILION

SEGA 249.99
If you like your RPGs massive and incredibly tough, then this is just the ticket. If not, you can admire the ground-breaking graphics. 81%

AILSPIN SEGA 239.99
A completely boring platform game with the nice addition of a shoot-'emup section. This doesn't improve the situation enough to make it fun. 61% TASK FORCE HARRIER EX

IMPORT
The graphics and sound are poor, the gameplay flawed and the difficulty non-existent. An American offering that should stay that side of the Atlantic. 45%
TATSUIN
IMPORT

IMPORT IMPORT
Average verically scrolling shoot-'emup with basic control and pretty
graphics, although now dated. Just
another Japanese release. 46%
TAZ MANIA

SEGA Ambient backdrops and a totally tasteful main character. A real adventure into the Taz Manian wilderness which should keep you TEAM USA BASKETBALL

ELECTRONIC ARTS £39.99
Excellent graphics make this simulation appear authentic, but closer inspection reveals abysmal animation and undesirable sound effects. 70%



ELECTRONIC ARTS £39.99 This is a challenging RPG shoot-lem-up with a mountain of options. Only once you get into the game, do you appreciate the appealing and addictive gameplay. 84%

TECHNOCOP

IMPORT
An original combination of a racing simulation and a platform game. The idea is fantastic, but the final product is absolutely rubbish. 29%

TECMO WORLD CUP '92

TECMO WURLD ST.

IMPORT
There are a few trick shots, but there's no real-life random aspect and no fouls, making the two-player mode the only real fun you'll have 51%.

TECMO WORLD CUP SOCCER

TECHNO WORLD LOP SUMPPORT
The greatest prize in football is up for grabs and 24 countries play in this disappointing soccer sim that lacks almosphere. Progression through the tournament is also far too easy, 51% TECHNOE MUTANT HINJA TURTLES 239.99

TEENAGE MUTANT HINDA 1881 SECTION 1891 STATE STA

MPORT
Everything is controlled by menus, there's an option to play over modem and because the play-offs tend to go on a bit, there's battery back-up. 60%
THE TERMINATOR

THE TERMINATOR
VIRGIN

239.99
This terrific film licence exceeded all expectations and was a real surprise. Packed with stills from the movie and stages directly linked, arcade blasters will be amazed. 39%
TERMINATOR 2: THE ARCADE GAME
ARENA
ARENA
239.99
A fantastic game which allows the use of either joypads or the Menacer.
100% compelling action helped along by superb graphics and solid sound. Nine stages of virtual realism. 32%
TEST DRIVE 2: THE DUEL
BALLISTIC
234.99

TEST DRIVE 2: THE DUEL BALLISTIC 234.99

This will certainly test novices and experienced drivers alike. Its secret success lies in the excellent car handling which feels just like the real thing. 86%

THUNDER FORCE II

Sure has stood the test of time. The

challenge is strong and the overall presentation excellent, with some super backdrops. 81%
THUNDER FORCE III

SEGA £34.99
Better than the original, this one will have you playing for ages. Those wacky backdrops make it stand out as a real arcade experience. 89%
THUNDER FORCE IV

The latest offering in the Thunderforce adventure. Truly magnificent ultra-impressive graphics throughout and totally compelling gameplay. Shoot-'em-ups at the ultimate level. 92% THUNDERFOX

INDERFYAL
MPORT
It may only work on Jap machines, but
don't feel as if you're missing anything
here. The graphics are fun, but the
sound is appalling. 33%
THUNDER PRO WRESTLING

IMPORT
The main fault is the terrible control method, but the limited moves means it's not much fun to play either. 57%
TIGER HELI

IMPORT
Previously exciting helicopter game.
Unfortunately, this has seriously dated

and can no longer be recommended to young or old. 28% TINY TOON ADVENTURES
KONAMI
A wonderful adventure that borrows a
lot of elements from the Warner Bros.
cartoons. The colourful graphics and
great animation set if apart. Fast,
furrious and completely mad! 90%

furious and completely mad! SEGA £19.99
Destined to become a cult classic.
Cartoon-style graphics and some of
the best sampled sound you will ever
hear. Can become tedious after a few
plays, though. 88%

SEGA £19.99
Lots of different pieces of music and arcade-quality graphics make this an ace platform game and an accurate conversion, but is too easy, 85% TORAL TORAL

IMPORT Also known as Fire Shark, this is an extremely average shoot-'em-up which has very little to offer to those looking for something a bit different. 75% TOXIC CRUSADERS

IMPORT Oh dear! Save the world from the

threat of toxic poisoning. Take control of Toxie and help him in this dire scrolling arcade adventure. 38% TRAMPOLINE TERROR

IMPORT
Despite the title, this has nothing to do with trampolines and there's even less terror involved. Speccy games are better than this. 20%
TRAYSIA IMPORT An American RPG that offers very

little. Unacceptable graphics and lacking gameplay. Leave it!
TROUBLE SHOOTER

INVOICE SHOULER
HOPORT
Forgotten Worlds updated! Everything is extremely colourful and makes for a very good looking game. Not enough power-ups, though. 78%
TRUXTON

SECA £34.99
Know as *Tatsujin* in Japan, this was a real hit when it was released. Although a normal, but easy vertical shoot-'emup, it's immense fun. 84% **TURBO OUT RUN** SEGA £19.99
The first *Out Run* was brilliant in its time, but the old formula is looking very dated. Driving is very boring, requiring little skill or thought. 52%
TURRICAN £34.99

BALLISTIC £34.99
A challenging conversion of a game that plays well. The innovative shooting technique adds a new twist into this above average platform shoot-em-up. 81%
TWIN COBRA

TWIN COBRA
SEGA £34.99
Control your helicopter through dreary
battle zones in this basic scrolling
shoot-'em-up that has nothing special
to offer the MD player. 50%
TWIN HAWK
£34.99

SEGA £34.99
Another average shoot-'em-up that is criminally easy to complete. Usual fun initially, but it doesn't last. 59%
TWINKLE TALE

TWINKLE TALE
IMPORT
A psychedelic Japanese shoot-'em-up
that offers great value for money.
Superb intro music and a compelling
storyline. Very intense and particularly
challenging, 83%
TWO CRUDE DUDES
234.99

TWO CRUDE DUDES SEGA £34.99 The eponymous stars are excellent muscle men who relish the thought of going on the rampage – and so will you! This is tough. 88%

ULTIMATE TIGER

MINPORT Control one of the most heavily-armoured helicopters on Earth. Raw arcade blasting action with tons of weapons available to down the enemy. It's great tun. 80%

IMPORT
This certainly plays like the classic board game, Othello. But, if you really must play it, why not buy the original? Basic graphics and sound with very few surprises. 55%



SEGA £39.99
Plenty of options are overshadowed by jerky scaling techniques and poor sprite movements in a game of football that lacks the essential atmosphere. 70%

IMPORT
You may be forgiven for thinking this is just a shoot-'em-up. After playing it, your opinion will alter. Mega power-ups and zombie level guardians keep

everything alive. 85%
UNIVERSAL SOLDIER ACCOLADE
Turrican II has been slightly modified to incorporate UniSol level bosses. Not as tough as it looks, but super gameplay. 86%

VALIS

IMPORT
The original hack-'em-till-they-die arcade adventure. Due to the release of *Valis III*, it's not worth bothering with this cart any more. If you must, dig it out for a laugh. 65%

IMPORT
Looks great, but is incredibly boring.
Plethora of pictures featuring wideeyed Japanese people can't save a
monotonous arcade adventure. 78%
VAPOR TRAIL

VAPOR TRAIL
MPORT
The lack of difficulty pulls the rating
down. While fun to play, with some
breath-takingly fast gameplay, you
soon find nothing challenging in the
game, 57%
VARIS 50

MHPORT
This cute platform game leaves much to the imagination. Reasonable graphics, but nothing much else to offer the cutesy platform seeking gamesplayer. 58%
VERYTEX

APORT
his is one of those scrolling shooters



#### WANI WANI WORLD

MAN WORLD
MAPORT
The graphics make you wonder if it wasn't designed under the influence of a hallucinogenic substance. Two-player mode is addictive, but only mildly challenging. 85%
WARDHER

WARDER
IMPORT
A boring platform game which has nothing to offer and purchasing it may prove to be a complete waste of your money 25%

#### money. 25% WARDNER SPECIAL

WARDREK PIECES
IMPORT
The only fun aspect is beating the oncoming hordes. While the usual elements are here, most will be dissatisfied with the sheer lack of any detail. 48%
WARPSPEED

ACCOLADE 239,99
As an intergalactic space pilot, you must single-handedly prevent aliens from invading the Earth. A brilliant idea, although gameplay is totally unrealistic and the graphics are very dated. 36% WARSONG

WARSONG
IMPORT
You'll need quite a lot of patience to
fully appreciate this wargame – if you
can take time to study the manual and
fully see the game beneath it. One for
armonair generals, 80%
WHEEL OF FORTUNE

WHEEL OF FORTUNE
IMPORT
If IUXUrious apartments and
condominiums are your desire, don't
waste your money on this. Absolute
rubbish with 4500 uninteresting
questions, 43%
WHERE IN THE WORLD
IS CARMEN SANDIEGO?
ELECTRONIC ARTS
An unsuccessful return of the highly
acclaimed edutainment game. The
upper-class villains are too easy to
capture, so it's boring for the
experienced adventurer. Kids won't be
fooled, 59%
WHERE IN TIME
IS CARMEN SANDIEGO?
ELECTRONIC ARTS
You must, yet again, get on the trail of
Carmen Sandiego and capture her
using your trusty Desk Encyclopaedia.
A more successful attempt than the
previous outing, but it's still very lacking
in entertainment. 70%
WHIP RUSH
SEGA

\$23.99

The backgrounds in this shoot-length.

£34 99 SEGA ... 234.99
The backgrounds in this shoot-'em-up are superb and scroll along at pixel-blurring speed. It's very, very playable and attractive too, but there has since been better games releases. 65%
WINTER CHALLENGE

630 00 BALISTIC £39,99
Eight different events make up this
snow-laden epic, but it fails to convey
the realism in most events and soon
becomes tedious. Still, there's nothing
else like it. 78%
WONDER BOY III

#### £34 99

The two-player game is brilliant fun and very interactive, but the levels are so repetitive. Recommended for two players only and single players should try elsewhere. 79% WONDER BOY IV

#### £39.99

SEGA 239.99 More fun than the original, or any other for that matter, but it's still too tedious to be an all-time classic. The graphics are impressive, but they fail to make Wonder Boy the cult figure he so badly wants to be. 82%

#### WONDER BOY V

SEGA £39.99
The fifth, and most probably last, game in the current series. Maybe they are trying to compete with the Friday the 18th series. Sadly, if you've played one, the series of the played them all. 75%

#### then you've played them all. 75% WORLD CLASS LEADERBOARD

WORLD CLASS LEADERBOARD
US GOLD 239.99
Complete with the speed samples, this old classic finally arrives on the big Sega. Sadly, it fails to capture the realism of its main competitor, PGA

#### Tour Golf. 77% WORLD CUP ITALIA 90

SEGA £19.99
This suffers from the same limited moves of *Tecmo World Cup '92.* Still, it was a brave attempt at the time and should be applauded for it. 76%
WORLD OF ILLUSION

SEGA 239,99
The wonderful world of Disney appears on the MD. This fantastic display of enchanting graphics and addictive gameplay should keep both young and old compelled, 39%
WRESTEE WAR

SEGA £19.99
Getting the moves is so infuriating that your wrestling more with the joystick than with the actual game. 74%

IMPORT
A mysterious shoot-'em-up, mainly due to the lack of information about it. Also known as X-Dazzldy-Ray, 54%
XENOM: S-Dazzldy-Ray, 54%
VIRGIN
934.99
Only the poor collision detection and occasional screen slowdown prevent this from being an essential shoot-'em-up purchase. 80%
X-REIN

244.09

X-MEN SEGA £34.99 A conversion of the X-Men arcade would've made a much better game, but this is okay as long as you like killing things and nothing else! 78%

#### 's 3: WANDERERS FROM Y'S

IMPORI An in-depth RPG which offers a considerable challenge. Fans of tough games will love it, but if you're not one, then steer clear. 78%

ZANY GOLF
ELECTRONIC ARTS
Normal golf is a strange enough game, but this is barmy. A great party game and a very polished product. 66%
ZERO WING
SCA. 219.99

SEGA 219.99
Horizontal shooter which is flawed by its small graphics and ease. Looks like R-Type, but won't give any of that game's fans any problems. 77%
ZOOM

SEGA 229.99 Painter games live on, but only just in this cheap and cheerful puzzler. Average graphics and sound. Soon gets either too boring or too frustrating. This isn't up to much. 48%

#### You may have noticed that we've spent some time updating the scores. So, many have changed dramatically since last time

Tune in next month for the top Sega reference.

#### **GLOBAL GLADIATORS** MEGA DRIVE

#### SECRET SCREEN

To access a secret programmer's screen quickly press C, B, A, C, B, A, C, B, A, C, B, A when the Sega logo appears. You will now be able to change the number of lives you have and where you start the game.

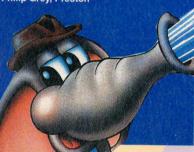


#### **ROLO TO THE RESCUE**

#### **MEGA DRIVE END OF LEVEL**

On the title screen, simultaneously press up, LEFT. A and C. Press RESET, but keep the buttons held down for about five seconds. Release the buttons and press B. The special options screen will then appear. Press START to go to the animal select screen and move the cursor to the compass marker. Press A and B simultaneously - the screen will flash and you'll be standing at the end of the level

Philip Grey, Preston



#### MEGA DRIVE **GENERAL TIPS**

Here are a few pieces of advice that will help you conquer the evertaxing Sword of Vermilion:

When you enter a village talk to everyone when your situation changes talk to them again - they might have something new to say. Always make sure you have the best equipment by making room in your inventory and selling the old gear.

When you leave a town, make sure you have a map of the area and a light, just in case you're going into a cave.

A chest is more likely to appear if you have fought a few battles without being hit or using magic. After every battle, wait to see if a chest appears.

The best way to enter the sound, colour and input test screen is by pressing A, B, C and START on the title screen

SAN DE SA

William Davis, Newquay

#### **KEYS**

Another set of Sword of Vermilion tips will help put the all-important keys to good use.

#### KEY WHERE TO **USE IT**

Dungeon Malaga Cave Secret Death Cave White Ivory Cave Ruby Cave Red Blue Sapphire Cave

Thule Diamond Cave Bronze Cave of Thule Silver Cave of Thule Gold Cave of Thule

Andrew Davies, Newquay

#### WIN AN EXCLUSIVE **SEGAPRO** T-SHIRT!

Mark Schmitz from Meopham in Kent sent in the answer to last month's problem swords in *Chakan: The Forever* Man. The answer is hidden in level go back in and finish it again. When you reach the screen where

you killed the boss, roll quickly to the rig and jump onto the platform in the top righ corner. You must be quick else the swords will disappear. Cheers Mark, a SEGAPRO Tshirt is on its way to you.



Jungle Strike Sonic The Hedgehog 2 SA Hockey '93 Castle Of Illusion

Ecco Quackshot Mortal Kombat

**Cool Spot** 

Shining Force John Madden Football '92/'93 T2: The Arcade Game

Ranger-X Road Rash II Gods

Mega lo Mania Thunderforce IV

Thunderforce IV
Speedball 2
Rainbow Islands
General Chaos
Another World
College Football
PGA Tour Golf II
Tiny Toon Adventures
J League Pro Striker
Lemmings
Revenge Of Shinobi
Micro Machines
Desert Strike

Desert Strike Sonic The Hedgehog

James Pond II Taz-Mania 32 33 34 35

Toz-Mania
Corporation
Inspector X
Ghouls'n'Ghosts
Rocket Knight Advs
Universal Soldier
Thunderfore III
Bulls vs Blazers
The Terminator
Torde Dudes
Bart vs The Source Man

Gadget Twins Rolling Thunder 2 F-15 Strike Eagle II

Bart vs The Space Mutants
Bulls vs Blazers
Lotus Turbo Challenge
World Of Illusion
Shinobi III
Global Gladiators
Guddet Turins 43 44 45 46 47 48 49 50

CHARTS I MEGA DRIVE CHARTS I MEGA DRIVE CHARTS

Jungle Strike takes all four charts by storm with Micro Machines pipped by the teenager's favourite blast. A surprise entry is the disappointing Bubsy while Cool Spot loses a lot of ground.

#### **OUR PRICE** GAME ZONE

Jungle Strike

Micro Machines

**Cool Spot** Flashback

5 Bubsy 6

2

3

4

Super Kick Off Fatal Fury 8

Muhammed Ali Ecco the Dolphin

Summer Challenge



Micro Machines

Flashback **PGA Tour Golf 2** 

Cool Spot **Tiny Toons** 

**ECCO** 8 Fatal Fury

Super Kick Off Road Rash II

GAMES

Jungle Strike 2

Micro Machines 3 Flashback 4

PGA Tour Golf 2 **Cool Spot** 

Andre Agassi Superman

8 Super Kick Off Muhammed Ali

10 Battletoads . Okay, you've played the game, you've finished the levels, you've found all the objects and you've scored all the points. Now it's your chance to become a part of SEGAPRO. We know our readers are the best in the land and just to prove it, here's your chance to become immortalised in the pages of SEGAPRO. The first thing to do is be like the Pros and play a game until some ridiculous hour in the morning, racking up a ridiculously high score. Now fill in the form below giving all the details we ask for (if we didn't want 'em we wouldn't ask for 'em). Now take a photo of yourself (or get someone else to take it), preferably as wacky as possible. Be warned, any boring pictures will be doctored for our own pleasure! Get some proof of your score, either a friend's signature or a photo of the screen. Now send the whole lot to ProScores, SEGAPRO, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.



COLUMNS

42,925 Darren Walker, Smethwick 30,660 Johnathan Owen, Crewe Robert Rixson, Gwent 14.208

DONALD DUCK

899,200 Karen Roe, Cumbernauld 516,400 Matthew Williamson, Telford 385 100 John Marshall, Co Durham

G-LOCK

258,440 Steve Kinder, Stoke-on-trent 169,500 Sean Parris, Surrey

**JOE MONTANA FOOTBALL** 127-0 (Pro)Matthew WilliamsonTelford

127-7 (easy) Andrew Ship, Newbury 99-0 (Pro) Robin Westblom, Chislehurst

**SONIC THE HEDGEHOG 2** 629,700 Nicholas Hambridge, Woodstock

NINJA GAIDEN

65,800 Jack Jackson, London 26,800 Nicholas Turner, Leeds

STREETS OF RAGE

430,000 Karl Benat, Whitchurch 414,000 Jonathan Owen, Crewe 144,200 Bob Porter, Brisbane

TINY TOONS 6,190,200 Richard Sheldrick, Birmingham

WORLD CLASS LEADERBOARD 10 under David Wheeler, Sunderland 9 under Peter Layendor, Burn Moor



ALIEN 3 602,805 Johnathan Place, London

ASTERIX 710,560 Paul Denney, Durham 611,100 Matthew Sinton, Cleveland

834,900 Ross Gibbens, London CALIFORNIA GAMES

22,500 (Half Pipe) Richard Murland, Coventry 11,250 (Half Pipe)Leon Renn, Nuneaton

G-LOC 190,900 Matthew Sadler, Surrey

GOLDEN AXE Matthew Alan, West Drayton 158 Kevin Fell, Croydon

RAMPAGE 140,505 Steven Baird, Fife

SHINOBI 582,950 Matthew Walker, Chertney 560,450 Christian Weber, Chester 214,750 James Smith, Knutsford

**SONIC THE HEDGEHOG 2** 618,900 Jonathan Place 642,100 Chris O'Byrne

SUPER KICK OFF 134 - 3 Tony Carrington ALIEN 3 6.020,700 Carl Souley, Cleveland

125,120 Mick Mercer, London

3 567 402 Robert Edge, Eltham



CASTLE OF ILLUSION 150,700 Andrew Brown, Pontypool

**COOL SPOT** 378,600 Chris Flowers, Gillingham 234,000 Carlos Madrid, Bournemouth 156 300 Edward Richards, Liverpool

FA HOCKEY 42-0 (Can v UKJonathan Place, Sunderland

JOHN MADDEN '93 326-3 Andy Duncombe, Winchester 145-7 Alex Jasper, Bournemouth 139-15 Tony Allingdale, Bristol

JUNGLE STRIKE 8.113.000 Jonathan Place, Sunderland 415,600 Mark Hill, Sega Pro

5,620,550 Craig Tarrant, Newcastle KID CHAMELEON

1093,391 Craig Stewart, Aberdeen 899,70 Colin Mackintosh, Leeds

**PGA TOUR GOLF 2** A Marson, Barnsley -37

Kenny Carman, Chichester Andy Stephens, Kidderminster -31 -26

SHINING IN THE DARKNESS

SONIC THE HEDGEHOG 2 724,600 Andrew Brown, Pontypool

STREETS OF RAGE ? 999,990 Chris Flowers, Gillingham 833,810 The Harlequin, London 812,430 Darren Gwynne, Bedford

TOEJAM AND EARL David Voss, Leeds 1056 Lee Gray, Satchet Colin Newman, Runcorn 976

TWO CRUDE DUDES 298,650 Chris Flowers, Gillingham 226,020 Lee Turner, Burnley

WANI WANI WORLD 463,800 Richard Salmon, Newbridge 429,700 Damien Giles, North Lancing

This month we are introducing a new Proscores freebie. All you have to do is send in a photograph of yourself with your scores and, if the photo is published, you'll win a T-Shirt! Send all scores to the usual address above.

#### HI-SCORE CHALLENGE

We want all your hi-scores, but every month we'll print a list of games that are new-ish. If you send in your hi-scores for them we can compare them with those from other readers.

Jungle Strike Ranger-X Cool Spot

**MASTER SYSTEM** California Games II Superman Batman Returns WT Golf

GAME GEAR Tom and Jerry Superman Land of Illusion Tengen's World Cup



SEGA £32.99
MS flight sims have never been complex and this isn't breaking any new ground. Average opening statics, but in-game graphics are pretty dreadful. 55%

ACTION FIGHTER

SEGA £12.99
Dodging, shooting or bumping into the vehicles soon gets very repetitive, even with a few surprise elements. Not enough overall content, though. 51%
AGASSI TENNIS

TECMAGIK £32.99
The king of bleached hair and hairy stomachs, takes to the Master System. This is a fairly decent attempt to cash in on the tennis season. 84%

AERIAL ASSAULT £32.99

Ancient, but relies on old-fashioned principles of keeping the player busy. This shoot-'em-up is still quite a frenzy. Graphics and sound are now dated.

69% AFTER BURNER

SFEA £14.99
Speed and frenetic action of the simple arcade machine still here. It contains all the coin-op features, even the flying flip which will send you well dizzy, 85%

ALEX KIDD IN HI-TECH WORLD

SEGA £29.99
Alex's worst outing ever. The main problem with this is the presence of a every harsh restart procedure which always places you back at the beginning when you die. 54%
ALEX KIDD IN MIRACLE WORLD
SEGA. 224.00

ALEX KIDD IN MIRACLE WORLD SEGA 224.99 This is undoubtedly his most successful attempt. It was designed in competition to Nintendo's Mario and uses many of the same popular and successful elements. Essential Sega software. 90%

SOFTWARE. 90%
ALEX KIDD IN SHINOBI WORLD SEGA £29.99
Mixing ninja with a successful character. There's plenty of platform adventuring to keep you enthralled for

ages. Only one player, though. 85% ALEX KIDD AND THE LOST STARS SEGA 229.99
Usually Alex Kidd provides you with a testing challenge that lasts for months. Not in this! Finding the lost stars won't take you very long. 79%
ALF

TONKA £29.99
Poor sprite collision, badly designed graphics, limited sound effects and a repetitive game target. Don't bother with til 16%

ACCIAIM £32.99
As with the MD and GG versions, this is brilliant. Guide Ripley through the treacherous space-ship in a stunning platform adventure. Loads to do and power-ups galore make it a definite winner 90%

Winner. 90%
ALIEN STORM

SEGA £9.99

Massive "save the human race" game, with cool visuals, but a bit on the easy side. A sort of *Golden Axe* in the 21st century. Recommended for gamers everywhere, 87%

ALIEN SYNDROME

529.99

SEGA £29.99
If you can get hold of a friend, this game becomes a real pleasure to play as you team up to explore and destroy the seven alien-infested ships. 85%
ALTERED BEAST £14.99

SEGA £14.99
Appalling conversion of a popular coinop, It's a beat-'em-up, but is severely
flawed and made very average due to
the flickery sprites and jerky scrolling.

the flickery spines 50%
AMERICAN BASEBALL
£29.99

AMERICAN PASSAGE
SEGA
£29.99
Baseball games are in abundance on console. This offering allows you to manage one of 26 teams plus the usual bat and pitch play. Good for one or two players. 83%
AMERICAN PRO FOOTBALL
55CA
£29.99

SEGA £29.99
This takes a top-down view of the proceedings. The graphics are small, but distinct and have a little animation. Good for beginners as everything is kept simple. 79% aRCH RIVALS

FYING EDGE £32.99

Basketball with attitude problem as all the rules are thrown out of the window in a no-holds-barred fight for victory. The fun is limited to two-player mode.

ARCADE SMASH HITS VIRGIN £29.99
Centipede, Break-Out and Missing
Command all in one cartridge. All the
games are fairly basic in content, but
the addictiveness and playability
shires through, 82%
ASSAULT CITY £29.99

SEGA £14.99
A superb shoot-'em-up in all areas.
The action is kept fast and furious and even though there are only six levels, it's quite a challenge. 83%

ASTERIX SEGA

\$29 99

SEGA 229.99
Whatever you do, don't miss out on this tour de force of arcade adventuring. The graphics could have been taken from the comic book, and the incidental music is more than just that. New Age MS excellence. 94%

ASTRO WARRIOR

\$20 00 Usual shoot-'em-up stuff and there's nothing here to make you think different. Pick up the power-ups, learn the attack strategy and Bob's your

AZTEC ADVENTURE

SECA £12.99
Could have been a fun arcade adventure if you didn't get chucked back to the start every time you die. If the graphics weren't good, it would be insufferable. 70%

BACK TO THE FUTURE II

IMAGE WORKS
234.99
Pathetic movie tie-in that has the odd good-looking graphic that you may recognise. Don't buy it anyway because it'll disappoint. 24%
PACK TO THE FUTURE III
FLYING EDGE
234.99
Much better sequel, but has only three stages and they get easier. The programmers have taken recognisable bits from the film. 79%
PANK PANIC
SEGA
217.99

SEGA £17.99
If you're one of the few people with a Phaser gun, then this cheap offering presents quite good value for money. Many humorous moments. 71%
BART VS THE SPACE MUTANTS
£32.99

BART VS THE SPACE MUTANTS FLYING EDGE 232.99
The first Simpsons game to hit the Sega and certainly better than its Nintendo counterpart. Of all the Sega versions, this is definitely the most impressive, packed with challenge and plausibility 03%

BASKETBALL NIGHTMARE EASKEIBALL NIGHTMARE
SEGA £29.99
An innovative approach which is inspired by the film, Teen Wolf Monster teams line up against each other. Solely to make you laugh. 88%
BATMAN RETURNS

SEGA £29.99
Follows in the Mega Drive's footsteps in that it looks great, but is fairly unplayable. Waste of a good licence. £29.99

BATTLE OUT RUN

SEGA 529.79
You simply have to zoom down the road, avoiding the traffic, catch the drug dealer's car and stop him. Tiresome Out Run rehash. 67%
BLACK BELT \$22.99

SEGA £24.99
A criminally easy beat-'em-up.
Incredibly poor graphics with
backdrops containing little more than a
wall and some sky. Unexciting and
repetitive. 41%
BLADE EAGLE 3-D

SEGA £19.99
Addition of some 3-D graphics pulls this shoot-'em-up above the usual offerings. Little challenge on the early levels, but punishes on the last. 77%
BOMBER RAID
£29.99

SCA £29.99
SEGA £29.99
Testing as you try to take out both air and ground targets. Not difficult mentally, but certainly tests patience and quickly becomes exceedingly boring 33%
BORNIZA BROS
SCEA £29.99

SEGA £29.99
Great graphics and some extra bonus stages. Primarily a two-player game, but it's also brilliant in one player as you try to find the loot on ten frantic stages 90%

Stages. 90%
BUBBLE BOBBLE SECA £29.99
Although an ancient piece of software, it's a real classic. Essentially repetitive, but very addictive in two-player. 86%

CALIFORNIA GAMES

SEGA £29.99
Six events – skateboard, footbag, surfing, BMX, half-pipe and frisbee – means long-lasting challenge and enhanced playability. 83%
CALFORNIA GAMES 11

SEGA £32.99
Hanging ten and catching waves may be gnarly in California, but it's not very interesting on the Master System.
Every event looks very dated and gameplay is far too simple. 58%
CAPTAIN SILVER £29.99

Finding buried treasure in real-life is pretty tough. Despite being difficult, the superb sprites and sound will keep you playing for ages. 82%

£29.99 SEGA £29.99
This should help solve your addiction to one arm bandits in five minutes.
After playing all of the Las Vegas-based games, you'll be sick of the sight of them for good 44%

\$29.99 Mickey's adventure through the

magical forest and castle is one of the best games on the MS. Brilliant animation and sprite definition make this an all-time classic. 94% CHAMPIONS OF EUROPE

CHAMPIONS OF EURUPE TECMAGIK Early versions of this game were plaqued with bugs, but ignoring these, the actual game is great, with many innovative features and great gameplay 92% CHASE NO.

CHASE BY
SEGA \$14.99
What Battle Out Run was trying to be, but this isn't much better. It takes ages to reach the druggies' car and if you mess up it takes ages to relocate them again. 72%

again. 72%
CRASH DUMMIES

ACCLAIM £32.99
A pretty addictive game that has five short challenges. A nice try, but there is so little to it 52%
CHOPLIFTER

Although the graphics and sound look grim, the playability shines through.
Recommended as one of the most enduring and addictive games of all-time. 85% CHUCK ROCK

VIRGIN
A hilarious Neanderthal platform adventure with dynamic graphics and a super intro tune. As almospheric as the MD version is and equally addictive, 84%
CLOUD MASTER
SEGA

SEGA £29.99
You control a strange little fellow who simply goes around on his faithful white cloud shooling everyone. Loads of big guys throughout the five skyward levels. 60%

SEGA SEGA
Possibly the best Sega machine implemention of this excellent *Tetris* beater. It is far more enjoyable and rewarding than the popular original, especially when plaing in two-playe

SEGA £14.99
The Shinobi series never seems to stop and although different, this contains similar elements seen in the others. Gameplay lacks content and its fairly easy, 68%
CYBORG HUNTER

SEGA £24.99
While the seven levels of the fortress you have to explore are certainly vast, they lack content. It's fun at first, but he repetition becomes very tedious and annoying. 62% DANAN: THE JUNGLE FIGHTER

SEGA 229.99
Stuck in the jungles, you must fight your way through the undergrowth and the inordinate amount of unfriendlies. Good, if a little repetitive. 72%

DEAD ANGLE

SEGA \$29.99

A simple *Op Wolf* clone. It adds nothing new to the genre and, therefore, becomes too boring very quickly. Give it a miss if you know what's good for you. 51%

DICK TRACY

\$14.99

SEGA £14.99
Blurred graphics, jerky animation and is totally unplayable. One of the worst film tie-ins ever. 21%
DOUBLE DRAGON
SEGA £14.99
This is a very accurate conversion suffering only from being a bit too easy for a game with only a few levels and similar gameplay. 70%
DOUBLE HAWK
SEGA £14.99

Two fighters must blast all who stand in their way, picking up all the available power-ups. Great two-player action makes this a decent, albeit easy, shoot-em-up. 70% pragon crystal

SEGA £29.99
This seems lost and vacant in the abyss of a TV screen. Even so, there's enough challenge in there to keep RPG tans happy for months. 82%
DYNAMITE DUKE
£29.99 SEGA 529.99
If you like your action simple point 'n' shoot you can go wrong here. It's very similar to Operation Wolf, but the graphics are far superior. 72%

DYNAMITE DUX \$29.99

SEGA £29.99
A cute and colourful arcade beat-'emup that is very addictive and challenging. The dodgy scrolling occasionally affects play, but overall it's a lot of fun to play. 85% ENDURO BACER

SEGA 29.99

Nothing like the arcade as you view your bike from above and race over an obstacle course. Plays surprisingly well, but there's a serious lack of a two-player mode. 68%

SEGA £14.99 A decent conversion of Sega's popular coin-op. You play a cop trying to gain

promotion to the ESWAT branch. Enjoyable and challenging. 71%

F-16 FIGHTER

SEGA £14.99

Ten levels packed with MiGs. Sadly, it suffers from being too complex for its own good; it's neither simple fun to play or taxing on the brain. 63%

FANTASY ZONE
SEGA

SEGA SEGA £12.YY
For such a paltry asking price how can
you ignore this ground-breaking shoot'em-up? No-one has ever used colour
to such effect on the MS; this game requires sun-glasses! A piece of history that can't be ignored. 91%

SEGA £24.99

More of the same abuse of the MS colour palette. Eight more levels that are just as tough and challenging as the original. 90%
FANTASY ZONE 3

SEGA £24.99
The shoot-'em-up game has been changed to a Pac-Man format. Simple, but effective graphics make this great

fun. 84% FIRE AND FORGET II

TITUS

September 29.99

Sod the storyline, let's just stick a gun on the car and see how it goes. Well it doesn't go too bad, actually. The best attempt at a car chaser yet. 84%

THE FLINTSTONES

CRANINGLAW

THE FLINTSTONES
GRANDSLAM

£29.99
The quality of programming is evident, except everything is very simple to execute and soon bores you. For the young and inexperienced only. 70%
FORGOTTEN WORLDS

FORGOTEN WORLDS
SEGA £14.99
With an abundance of shoot-'em-ups available, they have to be good to sell. This is far too easy and the controls are useless. Try anything else. 32%

GAIN GROUND

SEGA £29.99
You and a friend have to choose from a band of warriors and attack a number of progressively difficult strongholds. Good teamplay and very addictive. 82%
GALAXY FORCE

SEGA 229.99
This coin-op game is excellent fun.
Some hideous enemy spriles, but it
only makes you more determined to
blow them to bits. A great shoot-temup conversion. 86%
GARGSTER TOWN

Grab that Phaser gun and blast the varmints stepping on your turf. It's all harmless fun, but like most gun games, becomes boring. 65% GAUNTLET

SEGA 229.99
Atar's famous four-player coin-op, but in two-player MS guise. It's just like the real thing, so if you can put up with the vastness of the original game, here it is in all its gloy! 80%
GEORGE FOREMAN'S KO BOXING
ACCIAIM 229.99

ACCIAIM

Boxing simulation, also knows

Beavyweight Champ, that offers

different fighters. The gameplay is

okay, but there's nothing new or

original. 69%

CHOSTBUSTERS

SEGA £14.99
Find the ghost, bust the ghost, bag the ghost. Repeat till end. It all gets boring very quickly, even if busting the ghosts does require some talent. 50%
GHOST HOUSE

£17 99 Some things in life were never meant to be. This ghostly (ghastly) encounter requires little skill and is aimed at very, very young players. 45% GHOULS 'N' GHOSTS

SEGA

SEGA £29.99
A great medieval romp through the undergrowth and onto gigantic guardians. It may not have all the special effects, but it plays like a dream. Buy it. 90%
GLOBAL DEFENSE SEGA £12.99
A freak accident has caused missiles from all over the world to zoom off into space. You must blow them up. Simple, but effective, 75%

£32.99 It may look like one of the best MS

games around, but the control method is a complete let down and is frustrating after about five minutes. 64% G-LOC

SEGA SEGA £22.99
A joy to fly with plenty of action. The speed is phenomenal and graphics bearable. Okay arcade flight sim that works well. 83%
GOLDEN AXE

SEGA £14.99
A respectable attempt at portraying a favourite hack-'em-up. It suffers from one limitation; you only get the choice to control one player, not three. 85% SEGA £32.99
Old Death Adder is back, but before

Sega Pro OCTOBER 1993

#### TEM V MASTER SYSTEM V MASTER SYS

you try to defeat him, remember that there's no arcade action – just lots of adventuring. 67% GOLFAMANIA

£32 00 SEGA £23.99

For one or two players, it may not look like a visual feast of golfing delights, but you'll be glad to hear that it's packed with playability and fun. 82% GOLVELIUS

£20 00 SEGA £29.99
The evil Golvellius has dispatches seven of his top demons to prevent you from passing through the valley. Very challenging and graphically good, but lacks longevity. 77%

GP RDER

SEGA £32 00 SEGA £32.99
The riding stakes may be high, but the flickery sprites and poor graphics let GP Rider down. There's little variety between races and an annoying control method. 58%
GREAT BASEBALL

£24 99 SEGA
Not as good as it pretends to be. Even so, for a game that is as old as this is, the graphics and sound are fairly decent and it's still playable. For sports fans only. 75%
GREAT BASKETBALL

£24 99 SEGA 224.99
Die-hard fans of the sport will be more at home here. The two-player mode makes the game a real challenge, but the computer oppos are easy. 78%
CREAT FOOTBALL

£24.99 SEGA £24.99
There is no reason to buy this ewith the likes of Joe Montana Football already out. This is a crinkly attempt that doesn't contain any credible atmosphere. 60%
GREAT GOLF

SECA \$24.99
Ther is no reason to buy this game with the likes of Leaderboard already out. This is a crinkly attempt that doesn't contain any atmosphere. 63%
GREAT ICE HOCKEY £24.99

£29.99 SEGA £22.99.
Ice hockey simulation that, in its day, proved to be quite a success. Unfortunately, it needs the Sega Sports Pad controller to play. 50% CREAT VOLLEYBALI. £24.99

The sprites are far too small to make his even remotely enjoyable. Presentation is grotty, not doing anything for the great sport. Too old to crack it with the big boys. 55%

ANG-ON £9.99 How can you resist this little beauty for just under a tenner? It's fairly quick, and not too jerky when weaving in and out. Not brilliant, but excellent value for

those on a budget. 78% HEAVYWEIGHT CHAMP SEGA \$224.99
Also known as George Foreman's KO
Boxing, this does well in that the
opposition put up a good fight. Much
better on the Game Gear. 69%
HEROES OF THE LANCE

US GOLD £34.99
This is very slow and monotonous.
Plenty of characters to play with, but even with the combat scenes boring, there's not much hope. 68%

Bouncing around different houses, avoiding crooks and picking up items is the general idea in Home Alone. Each level has a nice variety of bright and colourful graphics, but the time allocated to search a house is far too short. 63%

MPOSSIBLE MISSION US GOLD £29.99
An excellent conversion packed with everything from the original, even the speech. The animation is second to none. Superbly addictive and great gameplay. 90% INDIANA JONES 3

US GOID £34.99
Very, very frustrating. Not only is it hard, with restart points, but the collision detection is also suss. Still, the graphics are encouraging. 80%

AMES BOND

DOMARK £32.99

Not many sultry temptresses to be found here, but there are some excellent graphics and nice music. Let down ever so slightly by it's shallow gameplay. 78%



US GOID £29,99 This platform adventure is very much like a shortened *Super Mario World* with each level carrying a colourful toy theme that's achieved by outstanding graphics. 92%

JOE MONTANA FOOTBALL

SEGA £29.99

If only it wasn't so blinking easy, it would keep you playing for ages. There are tons of moves plus Joe's recommendations. Overhead side-view

SEGA £29.99
Scrolling sword-fighting game that becomes very addictive. Unfortunately, it's not very difficult and shouldn't take long to complete. 58% KENSEIDEN

£29.99 SEGA £29.99
While there's no doubting the size of Kenseiden, it suffers from being very predictable and easy in parts. A large but overly simple beat-'em-up that fails to please. 54%

TENGEN Doesn't quite come up to scratch. The graphics aren't bad, but the sound is lacking and the colours blur rather badly. Still addictive and quite playable

though. 73%

KRUSTY'S FUN HOUSE

ACCLAIM £32.99 KRUSTIT STATE ACCIAIM £32.99

Krusty provides us with a very colourful and challenging platform adventure in which rats have to be led into traps maned by The Simpson family. 84%

KUNG FU KID £24.99

SEGA £24.99
You are blessed with a talisman that gives you supernatural strength and powers. Kung fu games are nothing new and this just continues the line of mediocrity. 60%

ASER GHOST SEGA £14.99
One of the better Phaser games, this can also by played just as effectively with the joypad. There are great statics and backgrounds. 84%
LAND OF ILLUSION

SEGA £29.99
A brilliant sequel to Castle of Illusion. This is one of the best platform games around and should take pride of place in any Master System owner's collection. A cutesy fun adventure for all the family! 92%
LEMMINGS
SEGA

SEGA £27.99
Guide cute-and-cuddly characters
through lots of stages of maze and
puzzle madness. Simply brilliant
graphics which go along with the
game's simplicity, 89%
LINE OF FIRE

£29.99 Impressive vertical shoot-'em-up, lacking two-player mode. Detailed guardians and decent backdrops. More mindless, but enjoyable entertainment.

82% LORD OF THE SWORD 620 00

SEGA
This arcade adventure contains some great character sprites, but the backgrounds get a little unoriginal. Enjoyable, but simple. 80%
THE LUCKY DIME CAPER

274.99

SEGA £24.99
Donald's first excursion onto MS is amongst the best games around. The graphics are superb. Best of all, it's mega-tough, addictive and is excellent value. 94% C24 00

MARBLE MADNESS VIRGIN £29.99
Everything looks great and moves smoothly, but the time limit is pretty easy to beat. A very accurate conversion, though, 88%
ARKSMAN SHOOTING

One of a limited amount of software released for the Light Phaser. Simple and fun to play, but Safari Hunt is far

better. 43%
MASTER OF DARKNESS SEGA
As chief vampire-blaster, it's up to you to rid Victorian London of vampires. A good platform game that should keep fans happy for quite a while. 80%

MAZE HUNTER 3-D

£19.99 Not exactly superb, but there's plenty of incentive to get going as tons of little sprites chase you round a maze. Quite big, but pretty easy. 72%

SEGA £9.99

This has got to be one of the easiest games on the MS. It's a pity because there are some good graphics and the gameplay is fun. 73%

MIRACLE WARRIORS

£32.99

SEGA £32.99
This RPG is surprisingly rather good.
Controlled via menus that takes time.
The graphics are good and the challenge high. 82%
MISSILE DEFENCE 3-D

E19.99
Early need

MISSILE DEFENCE 3-D SEGA
This is a grim old game. You'il need your 3-D glasses, but you won't miss much without them. Very repetitive and requires absolutely no talent. 45% MONOPOLY

SEGA £29.99
Poor value for money. You could buy

the Monopoly Deluxe table-top for less and it would still be more fun. It's accurate, but what's the point? 79%

ACCLAIM £34.99
A very good attempt at creating the blood riguts that were emphasized so well on the MD. There are only two backgrounds, but the fights are very playable and the difficulty is harder than on the MD. 93%

MOONWALKER
SEGA £29.99
Luckily, the game is much better than the film, with attractive graphics and decent sound. 85%
MS PACMAN

MS PACMAN
TENGEN

£29.99
Even though this is a very accurate conversion of the Atari arcade machine, it doesn't quite hit the mark. Two-player is fun, but all too dated and it shows. 72%

MY HERO

MY HERO
SEGA
£17.99
This game looks dreadful. It's a really simple beat-'em-up and not very taxing. If you're the school bully type, you'll love it. 64%

NEW ZEALAND STORY TECMAGIK £34.99
It's fantastic! Excellent graphics, 12
tunes to keep your ear-drums satisfed and all the platform madness you could wish for, but it's very hard. 88%
THE NINJS.

SEGA £9.99
For just a tenner you can have this bargain bonanza of Samurai-swarmed forest awaiting your body-blowing talents. Poor graphics, though. 75%
NINJA GAIDEN
SECA

SEGA 232.99

One of the best beat em-ups.
Compelling gameplay and good animation make this a ninja classic.
Spot-on difficulty level makes it ideal for young or old. 90%

OLYMPIC GOLD US GOLD £34.99
Seven events comprise this mammoth piece of sporting software. No event would survive by itself, but the finishing holds it all together. 80%
OPERATION WOLF

TAITO £14.99
The old Phaser gun should have come into its own, but the light detection isn't too hot. Neat backdrops, although the flickery scrolling is annoying. 73%

£29.99 SECA £29.99
There just isn't the feeling of speed in this coin-op. Graphics are kept to a minimum and are very simplistic. 3-D specs version available at the same price. 73%
OUT RUN 3-D

SEGA
Keeps to the original formula of *Out Run*, but it is in 3-D! This has to be the best 3-D game available on the MS to date, which isn't saying much. 83%

US GOLD £29.99
This European interpretation of *Out Run* comprises more vehicles and a longer route. It also tags on a more plausible storyline. Refreshingly good racing fun. 90% £20 00

PAC-MANIA TECMAGIK £34.99 TECMAGIK £34.99
An excellent interpretation, but £35 for such an old concept is asking a bit much. If you don't mind splashing out, you won't be disappointed. 88%
PAPERBOY

£29.99 TENGEN TENGEN £29.99
Emulates the brilliant coin-op, but looks a bit old now. Above all, though, it's very playable and is sure to challenge your skills well into the morning run.

your skills well into 81% PARLOUR GAMES Compilations of games on cart should Compilations of games on cart should always be treated with trepidation. An average simulation of pub games, such as eight-ball etc, all simply designed. 50%

PENGUIN LAND

SEGA £29.99

The penguins are particularly well-drawn, but the backgrounds very simply constructed. Controlling the penguin is great fun and there's a nice feel to the game. 77%

£39.99 SEGA £39.99

It may be a stonking 40 quid, but this is one game where you'll certainly get value for money. This huge cart even comes with a battery back-up, which is lucky because you'll be coming back to this over and over. 94% PIT-FIGHTER

PIT-FIGHTER
DOMARK £29.99
A repetitive two-player fighting game which soon becomes very shallow. The teeny-weeny sprites are ridiculously small and may prove annoying. 75%
POPULOUS

POPULOUS
TECMAGIK
£34.99
A game that you'll either love or hate.
This is very accurate to the original, but about TEN times as big. If you're a fan, you'll love this mind-bender. 88%
POSEIDON WARS 3-D

FUSEION WARS 3-D SEGA £19.99

Worth a look if you have the glasses. You have to clear waters tearning with enemy boats etc. Very simple stuff and not worth bothering about really. 34%

POWER STRIKE

SEGA £24.99

An excellent environmentally-friendly shoot-'em-up. The graphics are top-notch and scroll smoothly. A great blaster, 82%



£29 99 SEGA 229.99
A great shoot-'em-up with plenty of power and destruction as you wipe out wave after wave of enemy attacks. Backgrounds are full of colour and action with sprites being detailed and well presented. 89%

PRO WRESTLING PRO WRESILING
SEGA
224.99
All the razzmatazz of all-American wrestling is valiantly attempted, but the overall impression is that it's been skimped on in all departments. 55% PREDATOR 2
22.99
22.2014

PREDATUR 2
ARENA 532.99
Jerky scrolling, a high difficulty level, boring gameplay and poor sound. The poorest version of a reasonable game. Yawn! 46%
PRINCE OF PERSIA 529.99

PRINCE OF PERSIA
DOMARK
£29.99
Packed with 14 massive levels and amazing animation, this is an essential MS purchase. With its simple controls, it's very easy to pick up and extremely addictive, 94%

PSYCHIC WORLD SEGA £14.99
Only the graphics save this dreadfully boring and unplayable game. The mix of arcade and strategy might have worked if it wasn't so pointless. 48%
PSYCHO FOX
£29.99

PSYCHO FUA
SEGA

£29.99
This has taken the best attributes from other arcade adventures. The main character, Mr Fox, is almost as cheeky as Sonic himself. Very good as an alternative to Sonic. 88%
PUTT 'N PUTTER GOLF

£32.99

A brilliant two-player crazy golf game that originally appeared on the Amiga. Excellent graphics and cheerful sound effects, 86% QUARTET

£24.99 Warning: despite its name, this cart is not four games in one. In fact, it's one fairly unimpressive try at a platform shoot-'em-up. 25%

RAINBOW ISLANDS £29.99

A highly cutesy follow-up to the very cutesy *Bubble Bobble*. Bright, cheerful and fun throughout, but doesn't quite come up to scratch as it's too easy. 79% RAMBO III

£29.99 Despite the limitations of this being a Phaser-based product, it is remarkably playable. Challenging, but the addiction only lasts for weeks. 77%

Everyone has a destructive nature in them somewhere. You control one or two gorillas who must smash up apartment blocks. Simple, but very good action. 85% RAMPART

TENGEN £29.99
A truly addictive game that is simple really; build a castle, decide where you want your cannons and then decimate your enemy! 81% RASTAN SAGA

SECA £29.99
Hac'n'slash romp through many varying landscapes, but this is one of the best games of its type. Polished and you won't be completing it in the first week. 88%

£22.99
£22.99

RC GRAND PRIX SEGA £29.99 Multi-player action that will fail to excite race fans. Luckilly, the graphics are interesting, but why do Sega slap their name all over the hoardings? 59%



#### SONIC THE HEDGEHOG 2 **MEGA DRIVE**

TWO-PLAYER INFINITE LIVES

When in two-player mode, let one character win and the other die. Repeat this until the Game Over screen appears. When the next level starts, the character that died will have infinite lives and you will be able to play through to the end. This tip will work for both players so you can have a continuous game Ed Lomas, Rochester

DESERT STRIKE

Chris Powles in South Africa has faxed us a couple of times desperately in need of some help with *Desert Strike*. Well Chris, the best advice I can give you is the three passwords

PASSWORD WQJROBZ VLJKKTY BTTIKLK

Just to help you through the campaigns, an extra hint is that an extra life is hidden on every campaign with two on the final stage. There are useful items hidden everywhere and try blasting various objects and buildings to find them. For two extra lives, enter the password TQQLOM, then go into the password screen and start at any campaign with the extra

Chris Powles, South Africa



**ROAD RASH 2** MEGA DRIVE

**PASSWORDS** Due to the complicated nature of this tip, the eight places in the password must be easily recognisable. To do this let's say that the eight places of the

password are known as '1234 5678". You will now be able to choose your bike, money, level and qualified tracks. Bike: Add or subtract in multiples of two to '2' and do the

opposite to '6'. Level: Add or subtract to '5' and do the same to '8'. If you are on level one and increase each by three you will be on level

Money: Add or subtract multiples of two to '1', '3' or '4' and do the opposite to any other of '1', '3' or '4'.

Qualified Tracks: Add or subtract to '7' and do the opposite to '8'. There is no pattern to follow, so it's a matter of trying out different combinations.

Ed "Pinky" Lomas, Rochester

Noue MEGA DRIVE Steve Jones of Swansea wants to know if there is a level select or other cheat for the blasting Gynoug. Well, we delved deep and came out with three helpful hints. The first, a level select, is accessed by going to the options screen and putting the cursor on the

control menu option. Hold A, B and C simultaneously for about 10 seconds and the level select will appear.

To go into easy mode, put the cursor on game level and hold down A, B, C and START simultaneously. Finally, for infinite credits, wait until the game over message appears and then hold LEFT, A, C and START to prevent your credits from

RENEGADE

£29.99

SECA £29.99
After a clutch of superior beat-'em-ups hitting the Master System, this attempt looks decidedly weak and offers nothing new or classy. 47%
RESCUE MISSION

Protect medical supplies that are protect medical supplies that are being distributed to the troops. The graphics are great and the gameplay's spot on. Got a Phaser? Got a tenner? Get this! 90% ROCKY

SEGA £29,99
Surprise, surprise, this is a boxing simulation. Poor graphics and terrible animation result in a dire game. 32%

This is arguably the greatest shoot-

'em-up to ever grace the MS. It is – bar the odd graphic deficiency – a totally accurate conversion of Irem's smash hit. Everything is great. Go for it – you

won't lose out! 94%
RUNNING BATTLE

SEGA £14.99 Sadly, this ain't a good beat-'em-up. Everything is so slow and even the colourful non-flicker graphics can't enhance this poor try. 44%

SAFARI HUNT

SEGA £29.99
Originally included in the early MS packages for use with the Light Phaser. Perhaps the best cart available for target practise on the screen, but very rare these days. 63% SAGAÍA £9.99

Stean £9.99
What a grim affair this horizontal shoot-'em-up is. Its main problem lies in the dodgy collision and flickery graphics. But the game is far too easy for almost any player. 43%
SPECIAL CRIMINAL INVESTIGATION

SEGA £29.99
This Chase HQ sequel has poor graphics and dody controls. Full of action, but easy-peasy for anyone except real beginners. 54%

except real beginners.
SCRAMBLE SPIRITS

SEGA 229.99
Little more than a vertically scrolling shoot.'em-up and a pretty poor one at that. With such a choice, you could find better. 44%
SECRET COMMAND

SEGA £12.99
This is very close to the Capcom Commando coin-op; it's even based in a jungle with huts and everything. Essential for any self-respecting shooter. 85% shooter. 85%
SEGA CHESS

SEGA £14.99
Functional graphics and some poor speech may put some grand masters off, but stick with it and you will find a supreme chess sim. 83%
SHADOW DANCER

£32 99

SEGA £32.99 Suffers from flickery graphics and bad response rate, but there are pleasing effects such as the full screen magic and the lightning quick dog, 69% SHADOW OF THE BEAST TECMACIK £20 00

IECMAGIK 229.09
Despite the obvious limitations of the MS, Tecmagik have done the business on this version of Beast. Superb visuals, excellent mood music and even some improved gameplay make it hot property! 90%

One of the most addictive and mind-bending puzzle games around. You'll be confused at first, but your efforts will be well rewarded. 85% SHINOBI

SEGA 2.14.77
There's nothing too spectacular about this beat-'em-up. There are only five simplistic levels with stranded kids and that should easily be a doddle for

most players. 79%
SHOOTING GALLERY

SEGA £24.99
This is highly over-priced. Only four simple rounds of shooting various targets. Much better with a few players, so grab the family and gather round. 70%
SHOOTING GAMES

Hone your light gun skills with three varying types of game – marksman shooting, trap shooting and safari hunt. Excellent value. 72% SLAP SHOT

SEGA £29,99
Like its MD counterpart, EA Hockey,
Slap Shot is easy to get into and has
all the added extras like brawling and
dodgy umpiring. Don't worry if you
don't like the real thing, this is pretty
manic. 76%

manic. 76%
SONIC THE HEDGEHOG

SOMIC THE NEDBERG 29.99
Totally excellent conversion proving that the MS can retain some originality. Sharing many of the characteristics of the MD version, this mini-arcade adventure is super-fast and instantly compelling, 92%.
SONIC THE HEDGEHOG 2
SEGA 932.99

SEGA £32.99
A fantastic version of the most famous game in the world, but it's bugged.
Sonic 2 is simply the best game on the MS, but don't be too disappointed when Tails doesn't appear. 95%
SPACE GUN

SEGA £29.99

If you're a dab hand with the Phaser, this title should bring a smile to your face. Not the best shooter so far, but reasonably good graphics. 55%

SPACE HARRIER

SPACE HARRIER
SEGA 514.99
There's no way of restarting or continuing on any of the 18 levels — even arcade players will be tested here. An accurate and playable conversion. Available in a dreadful 3-D version for a tenner less. 84%
SPEEDBALL 2
VARCIAL 629.99

VIRGIN 229,99
Jump into the future and play a vicious
game of handball. The graphics are
superb and the playability still as great
as ever. 89%
SPELICASTER

SEGA £14.99
One of the greatest and toughest RPGs on the MS, ranking almost as good as Phantasy Star. The vast adventure will take you underground, through space and time and even to the land of the dead. 90%
SPIDER-MAN

Doesn't have the playability. It's very tedious bashing enemies, but there's a compelling storyline. Credible cartoon beat-'em-up. 80% SPORTS PAD FOOTBALL

£29.99 Another sports simulation which relies on the defunct Sega Sports Pad. A good footy sim , but the control pad may prove impossible to find. 64%

The stars of MAD manazine retain their appeal and the game has one player sniggering when the other walks into his traps. Great. 90% STRIDER

The graphics and sound are as expected, but the main character is expected, but the main character is very sluggish, especially in jumps. Dubious long-term appeal. 79%

US GOLD £29.99 Very similar to the original Strider in

that the main character is a tad slow, but it's challenging. Run-of-the-mill graphics and little to inspire. 75% STREETS OF RAGE

£29.99 This has been excellently converted to

fit into the 4Mbit cart and could have been the best beat-'em-up on the Master System, but without a two-player option it's debatable. 89%



US GOLD features five absorbing and fast levels of shoot-'em-up platform action where you must rescue the prisoners and chase the mighty Darth Vaderl 89%

SUBMARINE ATTACK

SEGA £29.99
You take charge of a submarine and progress through the seaworld, while shooting anything that moves. It's like a poor water-bound *R-Type*. 68%
SUMMER GAMES

£29.99 This is a real disappointment. The graphics are hopeless; the sprites small and terribly animated and the backgrounds contain no detail. Give it a miss. 40%

**US GOLD** All the features, bar the all-important playability. The action slows down with three or more players on-screen which is a bit of a shame. 80% SUPERMAN

An atmospheric platformer that suits our superhero down to the ground. Each level contains a variety of well drawn backgrounds and impressive sprite animation. 78% SUPER MONACO GP

SEGA £29.99
A simultaneous split-screen two-player mode makes for bad graphics. A poor atmosphere is created by flimsy backgrounds and unrealistic splimation, 68% animation. 68%
SUPER MONACO GP II

SEGA £34.99
A useless motor racing simulation which fails to create any kind of enthusiasm. The graphics are dire and the whole game should be avoided at

all costs. 21%
SUPER REAL BASKETBALL SEGA £24.99
Excellent two-player action with some brilliant close-ups. Good all the way through and tough to beat at higher one-player levels. 85%
SUPER SMASH TV

ACCIAIM £29.99
A long awaited conversion which is nothing more than average. Repetitive flicker, sound and gamepley all rolled

into one - and it's too hard. 55%
SUPER SPACE INVADERS
DOMARK

C32.99
Original waves and a sensational simultaneous two-player option set this above any clone. 82%
SUPER TENNIS

SEGA 29.99
This price of this keeps dropping! The graphics are childish, the sound appalling and it completely fails to capture any of the sport's fun. 29%

AZ-MANIA

SEGA 229.99
The graphics are bright and the atmosphere is perfect. Take control of Taz and guide him through level after level of classy platform action. Accurate cartoon conversion. 81%
TECHO WORLD CUP '93

SEGA £29.99

Very different from the arcade, but still plays well on the MS. Fast and furious

action from start to finish, but it isn't the best and is a poor release.
TEDDY BOY

SEGA £9.99 Simple in concept, but superbly implemented and subsequently very addictive and playable. However, be warned it's a very cute platform game that may make you sick. 70%

TENNIS ACE

Forget Super Tennis. There's a great rough Super termis. There's a great side-on close-up of the server and the view down onto the court works well. Tennis fans should apply here for the next tourney, 83% THE TERMINATOR

Although only a measly four levels, this game is packed with direct scenes from the film ensuring all Arnie fans will be happy it's just about as tough as the man himself and won't be completed in a hurry. 90% THUNDER BLADE

THUMER SLADE
SEGA 214.99
There's a great game here just waiting
to burst out. However, even the decent
graphics can't hide that it has some
dodgy collision detection and that
alone shortens its appeal. 65%
TIME SOLDIERS
£29.99

TIME SOLDIERS
SECA
The coin-op was based was a fairly torrid affair. More time is spent running from enemies than fighting them and this gets very tedious. 36%
TOM AND JERRY

SEGA 229.99
You're likely to finish this cartoon adventure far too quickly. 2Mbits worth of pleasant to look at platform comedy, but it won't be for long, 74%
TRANSOT

SEGA 29,99

Oh dear! It has all the usual elements; shoot-tem-up, based in a post nuclear world and invading aliens, but it's so badly programmed that *Transbot* is pretty awful. 26%

TRAP SHOOTING

SEGA £29.99
As the title suggests, this is a clay pigen shouling sim. Not exactly wonderful to play, but the well-animated targets can prove fun to hit. Limited appeal. 45%
TRIVIAL PURSUIT

DOMARK £29.99
This game is ideal for a large group to play, but not for soloists. Cheerful graphics and a comical cartoony presenter with potentially tough questions. 81%

ULTIMA IV SEGA

SEGA 23.9.9 If you like RPGs such as Phantasy Star and SpellCaster, then you should have this in your collection. It's vast, challenging and it comes with a great manual and map. 92%



Plenty of options and challe competitions make this a week £29.99 competitions and challenging competitions make this a well put together footy sim that has good graphics and addictive gameplay.

VIGILANTE

SEGA £29.99
This coin-op conversion is a very simple beat-'em-up, but worthy of praise for the sheer enjoyment, but the game is simplified slightly in its translation. 77%

WF: STEEL ACCI AIM C32 00 ACCLAIM £32.99
Wrestling isn't the best sport in the world, but the WWF superstars seem to have made it seem so. This is a very plausible attempt to re-create the action. 79% wanted

WANTED
SEGA £24.99
Rootin' tootin' varmint-blowing Phaser
fun as you are appointed sheriff of the
town and told to clean up the place.
You might even enjoy it and the extra
controls are welcomed! 78%
WINDLEDON
SECA. £14.99

SEGA 114.99 Centre court has never been so good on the MS. Realistic graphics and superb animationis made even better by super-fast play. This is a tennis sim of the highest standard. 90% WONDER BOY

SEGA 224.99
This still holds much appeal for many arcade adventurers. Sadly, everything – all the graphics, sound effects, etc – are very dated now, 81%
WONDER BOY IN MONSTERLAND £29.99

SEGA £29.99
The Boy's second outing continues the challenging gameplay. You've 12 levels to progress through and the action is constantly fast and the baddies furious. Buy it, play it, and you won't regret it. Honest. 89%
WONDER BOY IN MONSTERWORLD SEGA

SEGA £29.99

An all round stunner! Huge game area, great graphics and a few puzzles thrown in for good measure. Can you do without this one? 90%
WONDER BOY III: DRAGON'S TRAP

SEGA £29.99

If you like the others, you'll go wild over the third outing which is the best by miles. You must again hack your way along the path, but you are helped out by shops, that sell weapons, along the route. A great arcade adventure without hedgehogs or ducks. Now that has to be worth something! 93%

SEGA
This may be hard to get hold of as it uses the Paddle Control, which is no longer available. Cutesy graphics, but that's about it. 47%
WORLD CLASS LEADER BOARD

US GOLD £29.99
A quality golf sim with all the bells and whistles. All you need for a round or two, including a full set of clubs, hazards galore and masses of playability. 83%

playability. 83%
WORLD CUP ITALIA 90

SEGA £24.99
It's a lot easier to control the ball in this than *Kick Off*, but ultimately you feel more like you're playing a table-top pub game than the real thing. 77%
WORLD GAMES £24.99

SEGA £24.99
This old chestnut is definitely middleof-the-road software. None of the games are truly bad, but none stand 
out as worth much play. 65%

WORLD GRAND PRIX

GRAND PKIA SEGA £12.99 This has the basic element – cars – but falls to have the other important things, like decent graphics, sound and opponents, 70% WORLD TOURNAMENT GOLF £32.99

SEGA 232.99
Thankfully, this golfing sim comes across fairly well on the MS. There are many different competitions to enter and the controls are very easy to master, 75%

WORLD SOCCER

SEGA £24.99
A horizontally scrolling footer. The players are bigger than in most games, but the odd perspective makes it hard to direct the ball. 63%

XENON II

VIRGIN

£29.99
You'll have great difficulty telling the difference between the 16-bit original and this version. Great stuff, but there are some dodgy collisions. 85% Y'S: THE VANISHED OMENS £32.99

SEGA £32.99
An excellent RPG, but doesn't have the playability of *Ultima, Phantasy Star and SpellCaster*. Even so, it's a real puzzler. 84%

AXXON 3-D

SEGA £19.99
Great in the arcades, but not here. The graphics are appalling, the sound irritating and the unrecognisable. 42%

£24 99 SEGA £24.99
The Norsa forces are expanding and you must blow them up. Some great statics and a decent storyline help create an involving atmosphere. 67% ZILLION II

SEGA £24.99
Identical to the original, with the evil Baron Ricks up to his old tricks. He's captured your friends and you must help them soon. Gripping stuff. 67%

Sonic The Hedgehog 2 The Lucky Dime Caper Prince Of Persia Castle Of Illusion R-Type Phantasy Star

Mortal Kombat Bart vs The Space Mutants Wonderboy III: Dragon's Trap Land Of Illusion

Champions Of Europe Ultima IV

Sonic The Hedgehog James Pond II: Robocod

Fantasy Zone Ninja Gaiden Alex Kidd in Miracle World

Outrun Europa Streets Of Rage Wonderboy in Monster World

SpellCaster Rescue Mission

The Terminator Impossible Mission Wimbledon

Shadow Of the Beast Ghouls'n'Ghosts Fantasy Zone 2

ASTER SYSTEM CHARTS I MASTER SYSTEM CHARTS I MASTER STEM Virgin

There's very little movement in the MS charts, but with Sega's recent batch of superb third party releases, the charts should be more

active in a month's time.

**OUR PRICE** GAME ZONE 1

Lemmings

2 Alien 3 3 Sonic 2

4 Tazmania

5 Terminator Streets of Rage 6

Prince of Persia Batman Returns

The Simpsons

Chuck Rock

10

GAMES Mickey Mouse II 2

Tecmo World Cup **WWF Steel Cage** 

World Tour. Golf Sonic 2

3

4

6 Streets of Rage Tazmania 8

Super Tennis Wonderboy in Monster 10 Superman

3 4 Superman 5 Mickey Mouse II 6 Andre Agassi Crash Dummies 8 Superman 9 Alien 3 10 Predator 2

2

World Tour. Golf Tecmo World Cup Wimbledon 2

Alien 3



#### Wanted

Have you got any unwanted Marvel or DC comics, new or old, in good condition? Contact Tristram on (0734) 772229. Prices

Wanted for the MD, Castle of Illusion, Quackshot and Streets of Rage II. Will pay up to £20. Tel David on (0508) 418108.

Can anyone send me tips on Dungeons and Dragons on the MD? 67 Latchingdon Rd, Cold Norton, Chelmsford, Essex CM3 6HT. Thank you.

SEX! Now I've got your attention! Wanted Game Gear TV Tuner, also Prince of Persia, Outrun and a case. Tel Matthew on (0252) 878017

I want your MD or MS games! I will pay up to £20 per game. Call Colin now on (0732) 351220.

Wanted Radio Controlled Car. Will swap for Game Genie or 2 games from Sonic 1, 3x3 Eyes, Wonder Boy 3, Gynoug. Please Tel 763932 between 4pm and 10pm

Wanted. Cheap second hand games. Write to W. Ennis, Haarlemmerweg 181 HS, 1051 LB Amsterdam Netherlands.

Space Invaders '90 by Tatio. Where the hell is this game! If you have a copy, I will to pay between £25-30. Tel (0768)

Game Gear/Master System owner needs second hand carts especially Light Phaser Games, Fantasy Zone for Master System, sport games or racing games. Phone Mandy (081) 598 1016.

Wanted Mega Drive games between £10 and £15. Especially EA Hockey or NHLPA Hockey. All games considered. If interested write to: David Hanney, Hunters Moon, Barneston, Essex.

I would like to have box and instructions for Dick Tracy, Will pay £4 for good condition, ring Lawrence on (0344) 22548 (Berkshire Area) before 9pm.

Wanted Sega Game Gear. Will pay up to £65 depending on contents of package. Contact Tim on (0460) 67267.

For Sale
Amiga 500 With one Meg for sale. With 60 games, Street fighter 2, Flashback and Bodyblows. Will sell for £190. Tel Gavin on (0286) 674681

For Sale, Mega Drive. Desert Strike £25, M-1 Abrams £15. Mega Games (Three on one cartridge) £20. Tel (0252) 21936 After 6pm.

Mega Drive for sale with five games. Includes Sonic, Toki, Risky Woods, Greendog, Alisia Dragon. Worth around £260, but will sell for £180. Ring Mat on 0825 071791

Nintendo for sale. Four games, Mario 1, Mario 3, Turtles and Top Gun. Will sell for £75 ono, or swap for Mega Drive with 1 game. Call Simon on (0844) 353348

Mega Drive games wanted. Will pay up to £20 for good carts. Send list to Darren Bransgrove, 35 Natal Road, New Southgate, London N11

For Sale or to Swap Hardball for any other Mega Drive game except Sonic 1 or 2. Will sell for £15. Tel (0305) 852101 after 6pm.

For Sale, Mega Drive, Prices as follows: Thunderforce IV £20, Greendog £20, Sonic 2 £20, or the lot for £55. Please write to Kevin Lampar, 25 Scott Avenue, Great Amwell, Herts, SG12 8BG

For Sale, Sega Game Gear with Sonic 1 and 2. Shinobi 1 and 2, Super Monaco GP, Wonder Boy and Ninja Gaiden. Will sell for £130 or swap for Mega Drive. Tel (0532) 863925

For Sale, Mega Drive with three games. Sonic, Shadow Dancer, and World of Illusion. Two Sega Pads, one Quickjoy Propad and loads of mags.
Worth £270, will sell for £160.
Phone (0925) 263597

For Sale. Master System II that's 6 months old plus two new pads and 9 games. £110. Tel (0888) 62114

Mega Drive and 10 games for sale. Will sell together or seperately. Games from £21 to £28. All worth £515, sell for £350 ono. Tel (0703) 893554

For Sale, 2 Jap Mega Drive games; Wrestle War & Dynamite Duke. Will sell for £10 each. Contact Ross on (0279) 724047

Mega Drive with 2 pads and 5 top games (All boxed as new) still under guarantee plus magazines. All for only £200 ono. Phone (0903) 233031

Mega Drive games for sale. Lemmings £22, Tiny Toons £27, Road Rash 2 £25 or 3 for £65. All boxed with instructions. Phone (091) 3849654. Ask for Andrew.

Swap
Swap or sell Master System games such as Super Kick Off, Double Dragon, and Others. Tel (0324) 553798.

Swap all your unwanted games. Send your list including games you want, to Craig, Burndale Lane, Kilmacolm, Renfrewshire, PA13 4DE

Swap James Pond and Quackshot for Another World. Tel (0292) 262903 after 6pm.

Swap Road Rash, boxed, with instructions, for Bulls vs Lakers or Team USA Basketball. If interested phone (0373) 471 991 and ask for Andrew.

Amiga Needed. I'll swap my Mega Drive plus 10 games and 2 control pads for any Amiga with a few games. My Mega Drive games include Sonic 2, Quackshot and Super Kick Off.

#### Clubs

Sega Ace! Brill new fanzine for MS, GG, and MD. Got a Sega? Get this! Please send a S.A.E and a £1 cheque/P.O payable to 'ACE' at 19, Oldway, Bishopstow, Swansea. SA3 3DE

#### **Pen Pals**

Wanted. Penpal between the ages of 12-13; M. or F. Write to Fergus Yarrow, Ballymorris, Port Ireland. P.S Must be computer mad.

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CHEQUES SHOULD BE MADE PAYABLE TO D.D.S & REQUIRE A CURRENT GUARANTEE CARD NUMBER. Alien 3

Lemmings

Tazmania

10 Chakan

1

2

3

4

5

6

7

8

9

Crash Dummies

Global Gladiators

Lemmings

**Home Alone** 

Mickey Mouse II

Crash Dummies

**WWF Steel Cage** 

Streets of Rage

Prince Of Persia

Outrun Europa

10 Master of Darkness

Sonic the Hedgehog 2

6

8

9



The Lucky Dime Caper Prince Of Persia oper Kick Off pider-Man Bart vs The Space Mutants GG Aleste

Sonic The Hedgehog

Rastan Saga Shinobi II

Super Off Road Racer Chakan: Forever Man Streets Of Rage

Popils Alien 3 Lemmings

- Carrier

#### GAMES

Mickey Mouse II

**WWF Steel Cage** 

Sonic 2

Aliens 2

Super Kick Off

Lemmings

Prince of Persia

**Home Alone** 

Tazmania

10 Tom and Jerry

Market Market

#### AERIAL ASSAULT

SEGA E25.00

Oh dear! A totally useless air-combat game to be avoided at all costs! Graphics offer nothing to the imagination and gameplay is virtually nonexistent. 42%

ALLEH 3

ARENA

ARENA £27.99
All action platform game with superb graphics and atmospheric tunes.

Alien<sup>3</sup> offers these impressive qualities

Allen's Offers these impressive qualities and challenging gameplay to match. Ideal for beginners and experts. 83%

SIMS CO

IMPORT

The conversion of a really old arcade has done the Game Gear proud. It's absolutely packed with content and features some of the most inspired guardians you'll ever see. 83%

ARELET THE TOTAL OF THE

ARIEL THE LITTLE MERAND
£24.99
Ariel may look the business, but that's
as far as it goes. A waste of a Disney
licence and not much fun unless
you're a beginner. 71%
AXEAUTER

SEGA IMPORT
One of the stars of Golden Axe
features in his own game. Be warred,
this is a very Japanese-based RPG
and nothing like the great Golden Axe.
It's very unfriendly and poorly
executed. 55%

BART VS THE SPACE MUTANTS

MART VS THE SPACE MUTANTS
HYING EDGE
E29.99
Move over Mario, shift over Sonic, Bart
and family are in town. This fine
example of an arcade adventure
pushes every part of the hand-held to
its limits with super graphics, great
sound and wicked gameplay. 92%
BATMAN RETURNS
SEGA
224.99

£24.99 SEGA

SEGA £24.99 Eighteen stages of repetitively easy Batman playing. Too easy for even the beginner and completely disappointing as superb graphics go to waste. 65% BATTER UP SEGA

SEGA 224.99
The control method is extremely quirky
and the computer player seemingly
unbeatable. Apart from that, it's a fair
version of America's (and Japan's)
favourite sport. 76%
THE SERLIN WALL

KANEKO

KANEKO IMPORT Mega-colourful and crammed this cutesy bad guys and Bubble Bobble style graphics. Innovative guardians, a plethora of pops and jings and over 25 packed levels. 88%

RIVERHILL IMPORT

RIVERHILL IMPORT Speedball is a game that's not out on GG, but Buster Ball goes some way to make up for this. Graphics are of high definition, however, there's very little content making the game quickly boring. 70%

CASTLE OF ILLUSION £24.99 SEGA 24.99 Everyone's favourite game is even better on the Game Gear with shrunken graphics that make Mickey look superb. Most of the rooms from other versions are here, making it an essential nurchase, 93%

essential purchase. 93%
CHAKAN: THE FOREVER MAN

Very realistic and provides a challenge for all abilities. Novel "invisible man" Dark and atmospheric setting that

didn't work as well on the MD as it does on the Gear. Simplistic play suits the Gear to a tee! Outstanding graphics and great sound! 90%

IMPORT TAITO

TAITO IMPORI Basically Out Run with guns in a typical Miami Vice environment. Music is ultra grim, but the superb graphics and stupedous gameplay are fast and inviting. Pity this lacks content and is far too easy. 74%
THE CHESSMASTER

Probably the best chess game available. Everything is packed into this cart, but it is still designed to appeal to both the novice and expert

alike. 83% CHUCK ROCK

SEGA \$25.00

Bright and colourful graphics and platform action at its finest will delight the most scrupulous gamesplayer. Challenging levels throughout and totally addictive. 87%

SEGA £19.99
Very tough and challenging puzzle game in the style of *Tetris*. Excellent in one-player, but even better with two players linked up. Could become one of the all-time classic Sega games on any machine. 92%

ACCLAIM
All that's here is a small compendium of very short and addictive stages that may interest the very young, but at this price. I doubt it! 498.49

price, I doubt it! 49% CRYSTAL WARRIORS

SEGA £29.99
Fantasy RPG on the Game Gear at its best. Bright and clear graphics, although a tad small at times, but very impressive overall. 79%

DEVILISH

SEGA £24.99
Far from original, but it displays good graphics and scrolling. With little else to offer, it's a wise bet to avoid it, unless you enjoyed *Break-out* (!) 37%



VIRGIN \$27.99
A street fighting beat-'em-up where the idea of picking up baseball bats and kicking the baddies is just too dated and unoriginal. Gameplay is also far too slow and frustrating to bare. 45%

DRAGON CRYSTAL

SEGA £24.99
A very big game for such a small machine and well worth the attention of all RPG buffs. It's packed with loads of pick-ups and plenty of people to talk to. 80%

EVANDER HOLYFIELD BOXING £24.99

perspective is a nice touch. 84%

FACTORY PANIC

SEGA £24.99
Gorby is trying to distribute the goods from his Russian factories. Loads of elements try to stop you, but make this one tough and enjoyable game. 86%
FANTASY ZONE
SEGA

SEGA £19.99
Play this game with your sun-glasses on. The small screen and colours make this a real eye strain. But, that's what this shoot-'em-up's about – totally OTT. 86%
FROGER
SEGA

SEGA £19.99
Frogger 's attraction is to see your friend get run over on his first couple of goes. After you are familiarised with the timing, it becomes very repetitive and simplistic. 75%

G-LOC

SEGA

SEGA \$24.99
G-LOC moves fast on the Game Gaar, but so would any game if it had no graphics to shift around. Everything is far loo simple to create any sort of atmosphere. 60%
GALAGA '91 £24 00

NAMCOT IMPORT

NAMCOT
A poor shoot-'em-up. The screen blux too easily and the whole style of play rapidly repeats itself. By the time you reach level six, you've seen it all before. 63%
CALAGA 2

SEGA £27 00 SEGA
Although playing that old classic Space Invaders may seem like fun, it's not that great if you're shelling out E27.99 for it. Enough said. 60%
GEORGE FOREMAN'S BOXING

ARENA £24.99

ARENA
This sad boxing sim (also known as Heavyweight Champ) becomes incredibly repetitive. The graphics may look good, but there's very bad animation here. 56%
GG ALESTE

COMPILE IMPORT

Halley Wars pails into insignificance against this ultimate blaster. Smooth scrolling, original and awesome guardians and ear-busting SFX make the whole *Aleste* experience one you will never forget. 92%
GLOBAL GLADIATORS

VIRGIN £27.99
The MC Kids, Mick and Mack, don't

seem to have made an impressive appearance and the faults lie with the tricky controls. 58% GRIFFIN

IMPORT

A brightly coloured shoot-'em-up, and a playable one too. Big sprites, statics



HOME ALONE SEGA

\$27.00 SEGA
Preventing the crooks from looting the neighbourhood can start off as fun, but you'll soon become tired of the limited action with only two crooks up against you. 42%

user-friendly interface and complex clues prolong life. 78% SOL FEACE

free with Mega-CD
The original blast-em on the Mega-CD.
Graphics and sound are fantastic with
spot-on guardians and wild sound
effects. Shoot-em-up fans should check free with Mega-CD

SEGA IMPORT What a dire piece of plastic. Super League CD offers very little gameplay and nothing in the way of a challenge. Graphics are very disappointing and the lack of detail is unbelievable. 49%

SUPER LEAGUE CD

of foxy young Japanese girls and addictive gameplay make this a great game. 86%

ALLEY WARS

SEGA £24.99
The action is fast and the weapons big, ensuring some excellent blasting action. The five levels are very different and each require special tactics to finish. 88%

HEAVYWEIGHT CHAMP

SEGA IMPORT
This sad boxing sim (also known as George Foreman Boxing) becomes incredibly repetitive. The graphics may look good but there's very bad animation here and the gameplay is even poorer. 56%

THE HUMANS

GAMETEK IMPORT

GAMETEK IMPORT
This above average puzzler may look
the part, but it is lacking the playability
that Lemmings offers. It's also
frustrating. 75%

NDIANA JONES 3

SEGA 524 00 SEGA £24.99 Exactly the same as the MS in terms of style and layout, but the graphics seem more detailed due to the closer perspective. Sound is atrocious and the game is tough. 78%

JOE MONTANA FOOTBALL

SECA £24.99
Sega have managed to squeeze in this massive game and add a few extras to boost the fun. Everything from the MS game is here, making it one hot cookie. 85%

KINETIC CONNECTION

SEGA £24.99
Overly difficult puzzle game in which you have to rearrange the pieces of a jigsaw.It's fun for a while, but it ultimately drives you insane. 72%

DOMARK £27 99 DOMARK £27.99

Klax has been described as
"devastatingly addictive." 99 levels of
brain-teasing, fast and furious blockbuilding action will keep all GG players

on their toes. 85%
KRUSTY'S FUN HOUSE

ACCLAIM £29.99
A good conversion that will hold the attention of Game Gear puzzle fanatics for quite a while, but it doesn't offer anything after completion. 77%

AND OF ILLUSION

It doesn't seem to matter which console Mickey appears on, he's always a success! This Game Gear version is no exception and carries or

the high standard of previous Mickey episodes. 94% LEMMINGS SEGA

SEGA
Take control of the Lemmings and save their skins with various constructive activities. Extra-ordinary graphics and a game which offers a real challence. 88% £27,99

real challenge. 88%
THE LUCKY DIME CAPER SEGA

SEGA 224.99 Cartoon capers with this favourite Disney psycho, Donald Duck. The gameplay is instantly compelling and there's even amazing music for each level. 93%

TIME GAL
WOLFTEAM
IMPORT
Fantastic cartoon quality graphics
throughout and some of the best music
so far. This is made even more
impressive as it is in Japanese. With the
difficulty level ideally set, check it out
soon! 80%
THUNDER STORM FX
IMPORT

THE OF THE ORIGINAL STORM TO THE ORIGINAL STORM

THE ORIGINAL STORM TO THE ORIGINAL STORM TO THE ORIGINAL STORM TO THE ORIGINAL STORM TO THE ORIGINAL STORM TO

THUNDER STORM PA
WOLFEAM
WOITEAM'S conversion of the original
arcade hit, Cobra Command, Guide
your souped-up gunship around a
hostile battle zone. Watch out for those
mountains! Seriously wicked. 84%
THE ADVENTURES OF WILLY BEAUST
SIFRA
\$39.99

SIERRA 239.99
Willy must avoid a barrage of dogooders in his quest to compete in the
Nintan championships. Solutions to his
problems are often far too easy, and
there is a long wait between
interactions. 55% interactions. 5

SEGA £39.99
A suitable attempt at a CD platform, where as the Wolfchild, you mutate between man and wolf. Nothing special.

WONDER DOG

IMPORT Although this is a superb and colourful game, apart from the long cartoon intro and digitised sound effects, there is nothing that justifies its appearance on CD. 82%



IMPORT

CRS IMPORT
This all-action arcade flight sim sin't very good. Poor graphics and a ridiculous, increasing difficulty level make this nothing more than an average game. Nice music, though. 45% £39,99 SEGA
Worth buying for the driving scenes alone, as they're the most realistic seen on the CD. A brilliant adventure, slightly spolled by the bland platform sections and impossible difficulty level. 86% BLACK HOLE ASSAUT

SEGA 239.99
Superb visual sequences to see and background music is a joy to hear. However, this follow-up to *Heavy Nova* has no gratifying features. The tough tournament options do little to upkeep interest. 45%

IMPORT SONY
MPORT
Not much different from the Mega Drive
version. Similar graphics, but nicer intro
sequence and better sound. Still
playable but doesn't us the machine's
capabilities. 72%
ROBO ALESTE

IMPORT

Constantly repetitive shoot-'em-up which tries to compete with Sol-Feace CD games should be more advance, and while this is fantastic to look at, the gameplay is totally boring. 60%
EARNEST EVANS
WOLFTEAM CD. Spectacular graphics and a good storyline. Numerous soundtracks and



DEVASTATOR This shoot-'em-up has the fast and addictive action that's typical of the CD's capabilities. Opening movie sequences are great, but the

graphics during the game are rather disappointing. 73%

FINAL FIGHT CD £39.99 SEGA 239.99
Seven massive levels of brutal mind-blowing graphics and sound lift this above any Mega-CD game before it. Definitely one for arcade junkies, this is the best coin-op conversion that's hit any machine as it's so true to the original, even surpassing it in minor respects. 91%

FUNKY HORROR BAND SECA IMPORT
Far from impressive Japanese RPG.
This is mainly due to the text being in
the above mentioned language.
Unfortunately, the graphics and sound

tre great, end up being totally wasted. 23% HEAVY NOVA IMPORT

MICRONET IMPORT
A fantastic introduction, as with the
majority of Mega-CD games, but little
else to offer. Two fighting robots in a
one-on-one battle with terrible one-on-one battle with terrible gameplay. Hardly original and just abou bearable. 34%

SONY IMPORT SONY MPORT
Brilliant visuals and an enchanting story
line. All the right ingredients for a great
game, but slightly lacking on gameplay.
50%
JAGUAR XJ220

SEGA 239.99
This first Mega-CD racer isn't too bad, but apart from the course designer and nice music, there's little in it that couldn't have been done on a cart. 72%
RRIS KROSS MARE MY VIDEO
SONY MPORT
A novel concept for the Mega-CD. Cut, edit and add your own little touches to Kris Kross videos. Nice release which is very different and there should be more to come from the top bands in the Sony music stable. 56%
MARKY MARK: MAKE MY VIDEO
SEGA 239.99

SEGA 239,99
Despite the superb motion video white you edit Marky's video, gameplay is dull Even if you're a fan of insipid pop music this won't offer much! 49%

€49.99 SEGA
One of the first CD games to use full motion video, although highlighting the usual display limitation of the Mega-CD. It's a big game and there's lots of challenging gameplay. 60%



€41 00 A very easy shoot-'em-up where the graphics are too pixilated and the challenge is far too easy. The scaling works well, but CD gamers will be disappointed with this drivel. 36%

PRINCE OF PERSIA

£30 00 SEGA £39.99
Totally engrossing, but possibly too challenging. The well-known platformadventure at its toughest. The main character is well animated, but a poor choice of colours make the graphics average. 65%
ROAD AVENGER

ROAD AVENGER
SEGA free with Mega-CD
Unbellevably fast driving action. Superts
graphics look like they've come straight
out of a cartoon. However, the gameplay
is repetitive and it should only be bought
as a demo. 60%

£30.00

SEGA 239.99
The grainy graphics provide the feel of a futuristic adventure. The atmosphere and story are great, but the gameplay is too shallow. 62%
SHERLOCK HOLMES
SEGA IMPORT
A welcome change to an action-packed market. Only three cases to solve, but

SHERLOCK HOLMES II

SEGA £3.9.9
Three more cases await Holmes in a sequel that boasts impressive film sequences that add up to one hours viewing time. It's a shame the challenge is limited. 79%

SWITCH IMPORT Perhaps the most bizarre Japanese game we've ever seen! This has no gameplay in the traditional sense and getting through each level relies on luck! Although this sounds very strange, the graphics and wacky sense of humour are brilliant! 67%

MEGA CD A MEGA CD A MEGA CD A MELA CD

DOMARK

DOMARK
The classic arcade game with a lot of balls. Guide your marble around an increasingly difficult tiered platform maze. Graphically superb. 79%

MONSTER WORLD II SEGA

IMPORT

£24 99

SEGA IMPORT
A marked improvement over the original hit. This direct conversion of the MS game is fun, challenging and it even includes a much-needed password system. 84%

MINJA GAIDEN

SEGA 224.99
Gorgeous graphics and sprite animation combine with a variety of levels. If you find it too tough, dig out the import version – that includes a password system. 84% SEGA £24.99

OLYMPIC GOLD

US GOLD £27.99 US GOLD £27.77
Graphically superb, but failings in all other departments make this average. Control your athlete through numerous events with relative uneventful events with relative happenings. 79%

SEGA

SEGA £24.99
The classic racer loses nothing in translation to the small screen – except its difficulty. Even so, it's very exhilarating and miles better than Super Monaco GP. 77%.
OUT TUN EUROPA

SEGA £19.99

SEGA 119.99
The road racing saga lives on, but even with impressive details on the graphics and a few nice tunes, it will fail to impress the majority of games players. 64%

PAC-MAN

SEGA £24.99

What a great little game this is. Everything is just like in the coin-op even the music brings back memories. Trouble is, after a while it soon wears off and boredom sets in. 66%

PAPERBOY

DIGHTAN APPERBOY

DIGHTAN APPERBOY

Dightand Paperboy addicts will relish the challenge of yet another machine to complete it on. Comparatively good graphics and excellent challenge, but poor sound. 79%

PENGO

SEGA £19.99 SEGA £24.99

£19.99

SEGA

SEGA This plays just like the old coin-op as you shove blocks of ice around and try to squash or electrocute animals. It may not pass the RSPCA laws, but it sure is a gas. 79% SPOP BREAKER

IMPORT

Dodgy graphics and frustrating gameplay knock this back a little. Slow shoot-'em-up action that gets a little predictable after a while. 68%

DOMARK
Puzzle fans everywhere should own a copy of Popils. Totally cutesy graphics enhanced with reasonably good sound fix. Addictiveness is the key to Domark's first, but definitely not last, voottere set by CO 9001. PRINCE OF PERSIA

DOMARK

£27.99

One of the best games available. Little can be found to fault such an excellent piece of software where you guide your hero through a mysterious maze of Turkish Delight. 93%

PREPAROR 2

£29.99

\*\*Little one as it is

ACCLAIM £29.99
Avoid this if you possibly can as it is complete shovel-ware from the MS version, which wasn't too inspiring itself. Very disappointing. 38%
PSYCHIC WORLD

SEGA £24.99
Blimey, this is a truly awful game. It's one of those that actually makes you cringe as you play. Anyone who has bought this has our pity. 12%
PUT AND PUTTER

SEGA £25.99
When this zany golf simulator was released, we were pleasantly surprised. Good scrolling effects and a wide range of options make it the best available. 85%

RASTAN SAGA

SEGA 224.99
Under-rated slash-'em-up adventure game that contains loads of locations and a variety of very tough opponents. The backgrounds and sprites are very smooth. A must-buy, 91% KC GRAND PRIX

Even though many find radio controlled cars a great pastime, it doesn't seem to come across too well. This has all the right elements, but doesn't manage to keep your attention. 59%



SHIMOBI
SEGA 524.99
Works well on the Game Gear, although it's a little short and will soon be completed by anyone who's played any of the series before. Still, it becomes very addictive. 84%
SHIMOBI II

SEGA 227.99
Totally addictive gameplay with different routes to explore everywhere. Rescue your fellow ninja and find the Elemental Crystals to enter the final battle. It's addictive, but as with the first, it may be too easy. 90%
SKWEEK

SEVEEK
SECA
MPORT
Also known as Slider , it has colourful graphics that are a tad on the small size. All the addictiveness of Klax with 30 password levels. 82%
SLIDER
SCAR
SCAR
LMPORT
Lh has colourful from the small size. All the small size. All the small size. All the small size. All the small from the small size. All the small size from the small size from the small size. All the small size from the s

SEGA 224.99
Also known as Skweek , it has colourful graphics that are a tad on the small size. All the addictiveness of Klax with 30 password levels. 82% SOUTARE POWER 524.99
Yawnarama card game has nice sprites, but sound and gameplay soon become annoying. Novelty wears off, even the girl telling you how many levels you've got to go. 70%

levels you've got to go. 70% SONIC THE HEDGEHOG

seveis you've got to go. 70%
SONIC THE HEDGEHOG
SEGA

E29,99
Crystal clear, super fast graphics with
original zones and guardians based on
the MS version. Love him or loathe
him, Sonic fits in your pocket in fine
style, 91%
SONIC THE HEDGEHOG 2
SEGA

E24,99
As with the original, this is better than
on the other formats. Excellent
scrolling and sprite animation proves
Sonic can be improved, but its
similarity could prove too much. A
fantastic game in its own right. 95%
SPACE HARRIER
SEGA

SEGA 224.99
The hit conversion has been ripped to shreds here. Jerky playability and blocky sub-standard graphics make this a shambolic affair. On dear. 71%
SPIDER-MAN

SPIDER-MAN
FYING EDGE
124.99
Forget the Master System, Flying Edge
have based this little beauty on the
Mega Drive version. It's not only
packed with cartoon story statics, but
also some enthralling agmeplay over
five massive stages, 92%
SPIDER-HARN 2

SPIDER-MAN 2
ACCIAIM
A slightly disappointing follow-up to the highly accilaimed original. However, it offers a considerable challenge and there is plenty to do. Spidey fans should be suitably impressed, but not amazed, 66%

SEGA £24.99
Furlous beat-'em-up action at its finest. Two-player option included, but only two fighters to choose from. Graphics can prove a tad annoying at times, but the gameplay more than makes up for it. 89%

SUPERMAN

VIRGIN
Good old Superman has finally machis way on to the hand held and he's pretty good too! Novices may find this a little difficult, but at least it will keep you going for a while. 77%
SUPER GOLF

SIGMA IMPORT

SIGMA IMPORT
Golfing made simple. Not as realistic as Leaderboard but just as much fun. Cartoon graphics, caddies with different personalities and colourful option screens make this a sim for the less serious gotler. 86%
SUPER KICK OFF

SEGA £29.99

SEGA 229,99
The definitive footy game on the GG.
Amazing playability makes the MS
version blush with shame. Fast
gameplay means frantic goal
scrambles, but there is some speed
blur. Totally excellent! 93%
SUPER MONACO GP

£19.99 SEGA
While there's certainly speed, it lacks everything else – especially feel. The graphics are ultra simplistic, sound basic and gameplay very boring. 55% SUPER MONACO GP II

SEGA £25.99
Nothing more than an average racing simulator. Top quality scrolling really works. Terrible sound effects and laborious backgrounds don't. Lost cerein Author 7719/2.

again, Ayrton. 71%

SUPER OFF ROAD RACER

VIRGIN

With eight stages of arcade racing
madness, it is sure to be a hit.
Thoroughly challenging and

compelling from the word go. The graphics are as close to the original as possible. Highly recommended to all boy (or girl) racers. 90%
SUPER SMASH TV

FLYING EDGE Remember the arcade game? Forget this then. Dire sprite animation and repetitively poor graphics totally ruin a good license. Just don't bother. 58%

ALESPIN

£24 99

Disney games are reknowned for their cartoony feel and this is no exception although it fails miserably in the gameplay stakes. 35%

SEGA £24.99

A fantastic platform graphics and sound. There's a tough challenge set in the opening levels, but it's well worth persevering, 84%

TENGEN'S WORLD CUP SOCCER

DOMARK

DOMARK £27.99
Enjoy the thrills of a World Cup
tournament on the small screen. With
24 countries, a management facility
and a gear-link option, this is a highly addictive and playable soccer game

VIRGIN £27.99
One of the finest platform blasters ever to arrive. Superb sprite animation and totally challenging missions. A few gameplay quirks may prove annoying, but everything else is tops. 91%
TOM AND JERRY

SEGA

SEGA £27.99
A cat and mouse chase in search of hidden treasure takes you through six action-packed levels. Plenty of traps and fun cartoon characters make this a highly enjoyable adventure, 80%

VAMPIRE MASTER OF DARKNESS SEGA

SEGA £27.99
Victorian vampires are sweeping
London like the plague. It's up to you to
get rid of them! A real blood-sucking platform adventure, taking you throug the heart of London in the grisly 1900s 85% VIKING CHILD (THE)

CAMETEK

£19.99

Cuteness at its best. A platform adventure which offers a large amount of gameplay. Eight stages of immense fun coupled by totally creative backgrounds. 84%

Wwf: STEEL CAGE CHALLENGE

WF: STEEL CAGE CHALLENGE ACCLAIM £29.99 The Gear is used to its full potential with this excellent take-off of the sport. The best wrestling game yet, but obviously it won't appeal to everyone.

84% WAGON LAND

NAMCOT IMPORT
Cute Japanese graphics with rather impressive additional features. Nothing more so than the weapon your user friendly frog fires. 66%
WIMBLEDON 529.99

friendly frog tres. DD79
WMBLED9
SEGA 229.99
Struggling to see the ball is not the only problem with this version. The sprites aren't too impressive either. Alongside this, the difficulty is far too challenging, 48% WONDER BOY
SEGA 219.99
This little foray adds fun to the normal arcade adventure. The great graphic and sonic effects combined with deep gameplay, make this a very addictive game, 84%

game. 84%
WONDER BOY: DRAGON'S TRAP

WONDER BOY: DRAGON'S TRAP SECA 219.99
Far from a wonderful episode in the series. A predictable scenario appears, including a cute main character and an in-depth arcade adventure. Okay in its own right, but unoriginal. 75%
WOODY POP

SEGA 219.99
Break-Out games are two-a-penny nowadays. While this one doesn't take them to the Twilight Zone, it does add loads of neat graphics and smart gameplay features. 87%
WORLD CLASS LEADERBOARD

SEGA 224.99
Everything a golfer could want: clubs, courses and some crackly speech! Gameplay is limited and sometimes very slow, but two-player mode is appealing. 80%

The biggest ever Sega game catalogue will return next month, packed with more info than ever before. With more Protips and more ProFiles, can you afford to miss it?

## DIAL-A-TIP

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Every month, Game Genie codes are updated and sont into us at SsaAro.

If you are stuck on a particular game
and the relevant code has not been
listed, phone the Game Genie helpline on (084) 323088. More game busters next month, but if you discover any codes in the mountime send them to: Game Genie Codes, Paragon Publishing, SEGAPRO, 124 Old Christchurch Road, Bournemouth BHI INF.

EADT AA4C Easy game B. Memory, NortholtS

RLGA TA4C Invincibility POAT XTVR Start with four blue potions OPAT XTVW Start with four green potions POAT XTV0 Start with four red potions
POAT XTV4 Start with four clear potions RGJA W600 Super jump ACGT VE7W

Infinite time

AABT AA5.1+ AJTA AA20 + RZMT A6YW Master code -

must be entered A25T AA8T Invincibility AKWT AA8R Start with seven ASBA AAEC Start with 11 lives CXBA AAFC Start with 21 lives

> TOFJAM AND ZZ8A DT2Y No enemies

AZAA CAFG Much faster low end acceleration F.IAA CACI top speed DAAA CACL

Much faster high

RH9T R60T

Master Code – must be entered 100m splash 1B2T BEYO Clock runs slower 1B2T BNYO

Clock runs faster Kipper watching ALXT AA9G + ALXT AA9Y Never miss qualification CXT BEYR Clock runs slower CXT BTYR ANMA AWBY + BCET AABW Nine attempts Bouncy castle
1CST BEYJ
Clock runs slowe
1CST BNYJ Clock runs faster Feeding time 1CBA BEZG Clock runs faster

The Pro Action Replay is a games-busting cartridge that not only allows you to enter codes for cheats, it also lets you find them yourself. This month we've also got Game Gear codes! The Game Gear Action Replay is Datel's latest addition to their cheats range, so if you're a GG owner, it could be a necessify! If you have any Pro Action Replay codes for either the Mega Drive, Master System or Game Gear send them to:

Jason's ProTips, ScaPno, Paragon Publishing Durham House, 124 Old Christchurch Road Bournemouth BH1 1NF. We'd prefer it if you sent in codes for new games, but we don't mind codes for old games too!

COOL SPOT FFF5E 00007 Infinite energy FF071 40038 Infinite time FF078 A0039

FEF67 300FF Invincibility FF078 C0034 Unlimited lives Turn off the AR between levels. Martin Mayfield,

CYBORG JUSTICE

FFB2F70004 Infinite lives Ahluwalia,

FFBF8 7003C Infinite hydras FFBFC 70009 Infinite hellfires FFBF4 700E8 MICRO MACHINES FFA6C 70003 Infinite lives for player one FFA6A 50004 Activate Action Replay during

MUHAMMED ALI HEAVYWEIGHT BOXING

FF048 F000X Fight the same boxer (X ranges from 1-9) FF059 F000X Choose the sam

ank (X ranges SUNSET RIDERS SUPERMAN FFF83 900FA Infinite energy

MASTER SYSTEM AFTERBURNER

ASTERIX 00C0 A295 Infinite time 00C0 9D99 99 tries 00C0 9F50 Bonus stage 00C0 8C01 Tony Fleming, Newcastle Upon

Tyne
DONALD DUCK AND

FIRE AND FORGET II

Infinite lives 00CD 5724 Infinite flying 00CD 561F Infinite fuel 00CD 5E0D MONACO GRAND PRIX II

00C5 2981 Cannot crash 00C5 17A3 Always win ENDURO RACER Infinite time Matthew Hill, Norfolk **GLOBAL GLADIATORS** 00D0 B905

00D0 BA3E Infinite energy 00D4 EB57 Infinite time Matthew Hill, Norfolk 00C1 5D03

Matthew Hill,

Norfolk WONDERBOY

00C42403 Infinite lives 00C4 6A55

Infinite energy 00C4 2763 Infinite machin gun 00C4 290A Infinite flame thrower 00CA 2B0A Infinite bazor 00C4 2D0F Infinite hand Infinite time Switch AR off at the end of each

Chris Bentley Nantwich



ups, how to find your way out of a level and what everything and anything does - it's all here! Jason "pony tail" Johnson proves that you don't need the force (or the power for that matter) when you've got the pro!

**TATOOINE** 

our task in Star Wars, as in the

movie, is to destroy the Death

Star. To do this you must search every corner of the desert

planes of Tatooine, recruit a suitable

accomplice to pilot you out of numer-

ous sticky situations, rescue the

princess from prison and finally

A small band of comrades help

you through these situations, but they must be recruited along the way. Obi-Wan Kenobi, R2-D2, Han Solo and Princess Leia are all hidden somewhere and you must find them. Our story begins on a hostile desert planet, Tatooine. Hidden bunkers are situated in each direction and you must find the shields

within the bunkers to take the Falcon safely through the later flight sec-

tions. Various weapons are con-

cealed and energy power-ups are

destroy the Death Star.

This planet features seven separate ports of call, each hiding a shield for the Millennium Falcon. Before you can leave the god-forsaken place you must find these shields. Go to each of the seven areas and find the hidden bounty. This short guide will help you find the exit and tell you what - or who - to look for and which direction to go.



#### NAME: Cave One LOCATION: Central **BOUNTY: Laser Gun**

Take your time when jumping over the spike pits as one slip can result in a loss of a life. Watch out for the lava falling from the ceiling and wait decent weapon - the light saber is much better, but Han Solo has it and he's in the Cantina Bar.



NAME: Sandcrawler LOCATION: North West

BOUNTY: R2D2 The exit is in the top-right corner, but before you find your way out you must tackle numerous jumps and

Jawas. Ladders enable you to move around the levels, but one or two long jumps will be needed. Two energy power-ups are in the top half of the level and R2D2 is by the exit.



NAME: Cave Two LOCATION: East **BOUNTY: One Shield** 

Shoot the creatures that crawl along the ground before they are given a

platform and two energy power-ups are to be found in the bottom half of the level. The exit is at the bottomright corner and there's an energy power-up waiting should you need



NAME: Cave Three LOCATION: South BOUNTY: One Shield

Walk off the top platform and drop down to find the exit and a shield. Don't bother



added bonuses.

PLEASE DON' TIVATE ME. R2-D2 NOT HE'S BUT FUNCTIONING: HE KEPT EREBLING ABOUT HIS MISSION.

> with the Tuscan Raiders, but if you come across one, zap it straight away. No energy power-ups are available in this cave, so ensure that you're boosted up before trying to find the shield.



#### NAME: Cave Four LOCATION: South West **BOUNTY: Two Shields**

This is the largest cave with two shields that are located at the bottom and two energy power-ups can be found in the central area. The exit can be found in the bottom right. Before this, you must take on numerous guards and some long jumps. Use the small platforms to clear jumps and if you want an extra life there is a secret room in the middle of the cave.

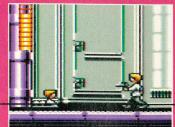


NAME: Cave Five LOCATION: North **BOUNTY: One Shield** 

Numerous rats need to be killed before you go anywhere. If you're



## E THE FORC



Weapons and power-ups are to be found throughout the game, the most common of these being energy power-ups. Find another character and you are rewarded with a weapon, or if you're lucky, a partner. Here's a short guide to how each of the power-ups can be of help.



#### **EXTRA LIFE**

You will occasionally find a valuable extra life for Luke Skywalker. The rest of the team have just one rechargeable energy capsule. LASER GUN

You'll find this at the exit of the first level and it is your basic weapon from start to finish.



#### SHIELD

Your Millennium Falcon space craft needs to be protected from asteroids and a shield is ideal

The all-important energy bar can be given a useful boost with one of these, found at various locations on every level.

the kind hearted type maybe a swift jump over them will suffice. Walk to the far right and drop off the end, the exit is below and a shield is there too. There are no energy power-ups to help you, but it's a fairly simple stage.



NAME: Kenobi Cave LOCATION: North East **BOUNTY: Obi-Wan** Kenobi, Light Saber

plenty of lives to make your quest easier. Go right and drop down until you're near the middle section. The blocks to the right hide a secret room with two extra lives. Re-enter the level to find these extra lives and build up a store of them.

Having ventured through each of the caves and sand bunkers it is time to zoom off into the darkness. Your exit is at the bottom right of the map so drive the hover craft outta there! After a couple of in-flight sequences you land at Mos Eisley.

#### MOS EISLEY

Use the Light Saber that was given to you by Obi-Wan Kenobi to kill the





"Full game strategies, essential hints & tips, the latest game busters – there's so much in it." Damian Butt, editor Sega XS magazine

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It's time to make a quick exit from the Cantina Bar so run left and you'll arrive back where you started, but with the invaluable assistance of Han Solo, good eh? Watch out for the laser shots that are flying through the air as you make your escape.



Kneel, aim and fire! Stormtroopers tend to pop up at the most awkward times. As you can see Luke was in the process of tying his shoe laces when this plastic-armoured mutant ran onto the screen – proceed with care along this section.

#### **CANTINA BAR**

A simple, but rewarding addition to the Mos Eisley section is the Cantina Bar. You may remember the hilarious punters from the film. Well, they make a guest appearance here and must be dealt with accordingly. You battle to the right and find the everhelpful, egotistic Han Solo at the end of the bar. He gives you a helping hand along the way and has a useful laser gun. Go back and exit where you originally entered.

Having exited the Cantina Bar, kill the storm trooper on the left and proceed right. Collect the power-ups and kill anything that shoots at you it's simple enough! At the far end. you must perform a running jump from the last platform (holding B to run faster) to exit through the Hangar 94 gate.



#### HANGAR 94

This is another easy level with no more than a few storm troopers to take care of. You must use the sucbefore making your move. There are three energy power-ups to collect, so use them to build up your team.

#### ASTEROID FIELD

It's more a matter of luck than skill avoiding all of the asteroids on this clever sub-level. Keep your eyes peeled and use the D-pad to steer you and your buddies out of trouble. If successful, you'll land safely on Hangar One. If you are destroyed, your shields run out and it's end of game and time to use another continue.



You land on Hangar One and are immediately attacked by a few unwelcoming storm troopers. Take care of them and continue to the far right where you'll come across the first of many neat suction tubes. In case you need a little energy replenishment, there's an energy power-up on the right as you go up. Use the platform to reach the top and exit after jumping right from the suction tube at the top left.

Storm them. troopers, and the like, have it in for you now and it is best to proceed with caution; with your Light Saber to the ready at times. Don't forget to go into the port section - the third door

immediately to the right - by plugging in R2D2.

Long jumps must be attempted and you must avoid falling or face the deadly consequences. You will find an exit

from the Death Star if you follow these directions after locating the princess' position:

Left to second lift, up lift, right to lift, up, right to lift, down twice to lowest level, right to first lift, up, right to lift, up, left, small jump, up lift, right, three small jumps, up lift, three long jumps to the left, up lift, right, up lift, right, up lift to top of Death Star, two long jumps left, down lift, right to exit.

#### TRACTOR BEAM

In the style of a sub-level guardian you must hit the Tractor Beam generator until it explodes. It's very easy to make too much of this section and end-up losing plenty of lives. The easi-

est way of destroying the generator is to stand to the left or right and wait at the side until the beams are aimed down the other ladder. Jump on the ladder as it fires, drop to the side and fire at the generator. It's a hitor-miss situation, but it only takes four or five direct hits to blow it up.





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The later campaigns in Jungle Strike proved to be tough for budding war hero, Mark "in a minute" Hill. Nevertheless, he's now completely pulled apart the rest of the campaigns to bring you the completion of the comprehensive and detailed quide to one of the biggest and best warfare releases this year!



When it comes to a spot of deep-freeze action then life becomes tricky. Snow will hide many of your targets and despite the pretty scenery, warfare can be more intense than ever with very dangerous tanks and a cluster of nearby enemy Apaches.

#### **CAMPAIGN 6** Snow Fortress WS6MHPZF9TJ

#### MISSION 1 - WILD BILL

From base, fly directly west to the POW camp. The camp is surrounded by Gatling troops and



watch towers. Approach with caution

and don't cross the wall until the area is cleared. To destroy the enemies, skirt the wall in an anti-clockwise direction. Keep moving using hellfires and guns to destroy the towers. When the area is clear, rescue five prisoners including Wild Bill. You'll know when you've picked up Wild Bill from the info message. There is also an armour repair to be uncovered after you've rescued Bill.



Whenever you cross an electric fence then it's guarenteed you'll end up in the thick of things. A rapid warning bleep represents the danger zone where you can expect some pretty rapid firing in all directions. Approach such areas with care and don't dive in!

#### **MISSION 2 - RADAR SITES**

From the camp, fly southwest to the three radar sites. Each is guarded by a Gatling gun.



HE SEQUEL TO When you approach the targets, attack the guns when they face the other way. Now shoot the

vans - the radar dishes will explode with them. Avoid flying into the fence enclosure as lethal!

#### **MISSION 3 - MISSILE DEPOT**

The missile depot has two M1 battle tanks that hit you quick, hard and often! You must use rockets for these



(it takes two) and attack when their guns are pointing the other way. Take out the towers from outside the fence then you won't have to worry about the tanks.

When the area is clear, use the chain gun to uncover and destroy the missiles.

#### **MISSION 4 - SCOUT GENERAL**

You'll need to fly northeast to rescue the Soviet weapons' specialist. He knows the location of the missile



launchers. The area is surrounded by tanks and, again, you'll need to attack when they face the other way.

The General is hiding in one of the huts, so use the yellow dot on the map to locate the actual hut. Uncover ammo from other huts in the area. There are quite a few supplies hidden about here.

#### **MISSION 5 -- LAUNCHERS**

Launchers are dotted around the area. Each missile launcher has an M1 tank nearby and they'll close in on you



as you attack. The best method is to

quickly fire two rockets at each missile launcher before the tanks reach you. If you're not as fast, take out the tanks with the usual surprise attack when they're not looking. Only five of the six launchers need be destroyed for the mission to be successful.

#### MISSION 6 — POWER LINES

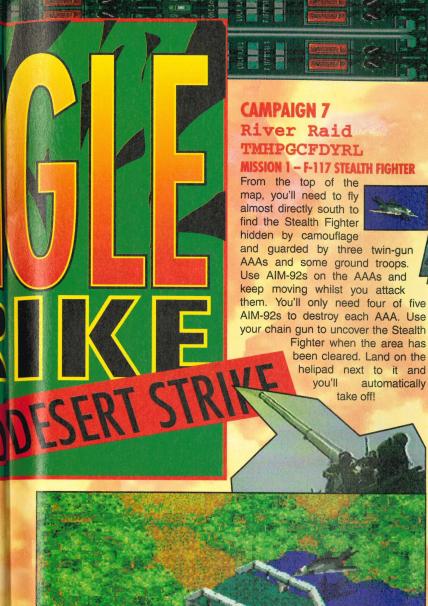
Knock out the four power towers and the sub station. M1 tanks guard each tower and must be destroyed



first. These mothers take a lot of ammo, so you'll need to be patient. Get the ammo crate by blasting the M1 tank guarding the east tower. By the sub station, a small hut will reveal some fuel when destroyed. Armour repair is also available underneath the sub station.

#### MISSION 7 — FORTRESS

Finding these underground fortresses can be difficult. You should look for a small rock in the snow. Shoot it and should chamber revealed. They are in a pat tern and once you've found one, another will be either above or below it. There's six in all and they form a grid. Check the snow mounds nearby. They uncover smaller chambers with ammo, fuel and armour repair kits.



Troop bridges are easy targets to destroy as they take just a couple of Iron Bombs. Use the rivers as a guide for this mission and you can't go wrong. Only the tanks pose a threat and it's safe just to go for the bridges and swerve to avoid any fire.

#### MISSION 8 - WARHEADS

When you blast a chamber, the nuclear warhead must be picked up. To uncover this, you must shoot



the container. Get the troops inside, then pick up the warhead and remember not to shoot it! If you do, you'll have to return to base. The chain gun should lock onto the troops first, but be careful.

Once six warheads have been picked up, return to the base you started from and the campaign will be com-

#### **MISSION 2 - TROOP BRIDGES**

Due to the nature of your Stealth Fighter, you'll find turning the aircraft can be frustrating and tricky because



of the wide arc. The troop bridges are located over the rivers on the map, so use the river as an easy guide for approaching each bridge. Just two or three AIM-92s will take out a bridge, so fly past and release them as you pass over. Most bridges will have tanks nearby, but they shouldn't be a problem as you should keep moving. If you miss a bridge, allow yourself time to turn in the arc and backtrack in a straight line. You'll only need to blow up six of them.

ground forces in the area before attempting demolish the depots. Use iron bombs and AIM 92s for the tanks and ground troops, then use the AIMs for the depots themselves. This mission is tough because it's so easy to



In the true green haze of a dense jungle in South America you find the Stealth Fighter a tough aircraft to handle. Controls are tricky and crashing into a stone structure is very easy if you are not careful. You may have unlimited weapons but aiming can be difficult.

#### MISSION 3 - DRUG FIELDS

You'll need to fly northwest to the drug fields where some naughty people are growing cannabis. Burn out the



fields and greenhouses using iron bombs and remember to keep a high altitude. In the Stealth Fighter, you can press up and down on the D-Pad to adjust your height; if you're too low then it's very easy to hit a watch tower or greenhouse and instantly lose a life

#### MISSION 4 — PATRIOTS

This mission is very tricky and you'll need to pilot the Stealth with some skill. First, clear



the area around each patriot located on the map using any weapon. Don't forget that your ammo is unlimited for this mission so fire at will.

The difficulty comes in actually hitting the patriots. The best method is to fly in low, release and a few iron bombs, then quickly gain height so you don't crash into the missile launcher. The higher you are, the more difficult it is to direct your fire.

#### MISSION 5 - FUEL DEPOT

Sheridan tanks guard many of these fuel depots and it's advised that you take out all



crash into the depots and very difficult to pull away in time. The best method is to fly slightly to the left or right of the depots and launch iron bombs or AlMs as you fly by. Patience is the key to this mission.

#### **MISSION 6 - NUKE MISSILES**

You need to fly north and blast open the pyramids that conceal the nuclear weapons. EURRENTLY the Stealth Again.



Fighter can prove to be frustrating to control as it's so easy to crash into the pyramids whilst firing at them. Find the ancient ruins and clear all ground forces using AIMs. When the area is safe, use your gun to break open the monuments. Make sure the weapons inside are inactive!

#### MISSION 7 — STEALTH HANGER

This mission is perhaps the easiest in the whole game as all you need to do is return to the airstrip clearly marked



on the map and get back into your Comanche helicopter. From there, you must return to base where the campaign will completed.

## TIPS

#### **CAMPAIGN 8**

Mountains
7PGCZJYK3XM
MISSION 1 - CONTROL TOWER

From the far northwest corner of the map, you must make a short trip south where there are four towers. The first



pair are easy to destroy as only a bazooka-wielding soldier guards them. Knock the troops out then use your chain gun to destroy the two towers. The second pair, just south, are guarded by mobile battle cannons that will hit you until it hurts. Clear these beasts using rockets or hellfires, then blow up the remaining towers with your chain gun. If you can cope with the tanks then this mission is easy.





MISSION 2 – TOMAHAWKS

Just south of the towers, you'll find three rocks that can be precisely located using the yellow dots on the



map as a guide. Get rid of the two tanks in the area using hellfires, then chain gun the rocks to reveal a missile exit cut-out in the rock at the top. Reveal all three to complete the mission.

#### **MISSION 3 - POWER SUPPLY**

Fly almost directly east from the Tomahawks and you'll arrive at a very heavily guarded power station. You must first deal with the four gatling guns.



0

The power building that supplies the area with energy is heavily guarded by the toughskinned AAAs that shoot quick and often. They're easy to blow into fagments if you are quick and clever, so make sure you approach from behind and surprise them with lead!

Try to approach when they point the other way and surprise them by releasing the one needed rocket that will do the job. When they are destroyed, take out the ground troops and enemy Apache helicopter, then you can use the chain gun to finish off the power station. Now you'll be able to safely approach the Madman's villa!

#### MISSION 4 - VILLA

northwest you'll come to the impressive villa where tactical trucks, tanks. around troops and guns gatling are abundance. Take look at your armour status as it's well worth circling the villa and blasting everything on the ground with rockets and hellfires. Nearby pyramids will reveal more

ammo and fuel. There's also an

armour repair hidden just to the east

of the villa. When the initial forces are destroyed, hammer away with rockets and hellfires. Be careful, as more tanks approach later on and midway through your attack on the villa, more troops will run out and shoot at you. Clear these with hellfires, then continue villablasting until you run out of ammo.

#### MISSION 5 - DRUG LORD

No, this guy is not in the villa! He's situated just to the east on the river network shown on the map. Locate



the boat house, which you'll find on the west end of the river, then blow it up to reveal the drug lord in his boat. Clear surrounding tanks and troops with hellfires, then chase the boat up river. Once you've destroyed the boat, the drug lord will appear in a small dinghy where you can pick him up as a hostage!

#### MISSION 6 - AIR STRIP

Head south and find the airstrip that

must be destroyed to prevent the Madman's escape. You'll need to use rockets on the enemy's

Apache helicopter and tanks. Make sure you destroy the aircraft on the strip and don't forget the tanker just to the north.

#### **MISSION7-BUNKER**

From the airstrip, fly directly east to

the bunker where you must destroy the four gatling guns on each corner. Get the armour repair



from the ruins of the gatling gun on the northeast corner, then take out any nearby tanks and ground troops.

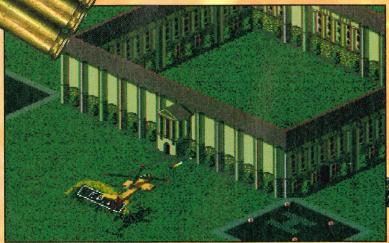
Now, blast the outer shield of the bunker with all the hellfires and rockets you have. Then fly slightly southeast and you'll see a tactical truck and three ammo crates together. Destroy the truck then find the nearby helipad. Land here and your copilot will get into the truck and drive up to the bunker with explosives. He'll get out the truck and run away from the bunker so you can pick him up. The truck next to be bunker can be fired upon. The explosives burst open the bunker and penetrate the inner layer.

#### MISSION 8 - MAD-MAN

It's time to capture Kilbaba. He'll escape from the bunker in a helicopter and it's up



to you to chase the Apache until it lands on the airstrip, forcing the Madman to flee. When he tries to escape, pick him up as a hostage and justice will be done! Return to base for the completion of the penultimate campaign.





This is how not to become a war hero. Washington is suffering enough structural damage and it could do without a maniac, with a touch of trigger fever, blasting whatever he sees. Stick to the designated targets to avoid the humiliation of returning to base!

Washington

Back Washington, your first mission involves

escorting the President and his chopper to safety. There are a few ground troops around that only require a few hellfires and the two tanks along the route can be dealt cars that look like tanks, but carry generals that need rescuing for mission three You can kill two birds with

pick up the generals if you happen to



stone and come across them



Ortega's truck. Use two rockets to blow it up. You won't have to worry about any other enemies as there aren't any protecting Kilbaba.

#### **MISSION 6 — NUKE MISSILES**

The final mission requires quick reactions as the nuke missiles will head for the embassy buildings. Make sure

you have plenty 0 ammo before tackling

each of the four trucks as they once appear on the screen they will

not stop until reach the safety of embassies. Use hellfires and rockets on each truck and attack

from the side to give you a wider area to target your fire. Once all four have been destroyed, you must return to the White House helipad. Now you'll be congratulated and then the final credits will role with a final screen that commends your success.

These tips are a tribute to a brave hero of the desert and jungle.



Your first mission on campaign nine is fairly straight forward if you keep moving whilst making sure there is no pausing which can often lead to a costly lapse in rotor control. Fly with confidence and Mr President will exit safely.

moving and fire with confidence - just like the situation during campaign one where the President's limo had to be protected. You'll find this mission fairly short and not too difficult.

#### MISSION 2 - ENEMY WEAPONS

This can be a long and frustrating

where you have to search for 12 enemy tanks. They are not

shown on the map, so you'll have to roam the area until you

find them! The best method is to fly over the roads as this is where they'll be close to. There are two armoured

#### **MISSION 3 - GENERALS**

If you find and destroy all 12 tanks before finding the armoured command cars,

they'll show up on the map. Don't shoot the generals, but capture them as they know where the drug lord and madman are making their escape. For some reason the captured men from campaign eight seem to be on the loose and the reason lies behind the fact that originally there was only going to be eight campaigns!

This is, by the easiest

mission

you'll ever come across. Simply locate Ortega's truck in the northeast corner of the area and fire two rockets to destroy it. The only challenge here comes in being quick, as you can't

exactly miss the large road vehicle!



No, it's not the Ghostbusters riding down Big Apple's Broadway (!), but two pilots who have done the business in Jungle Warfare and become US War Heroes. I rather think the flashy and very red car is more suited to a smoothy with his bimbo.



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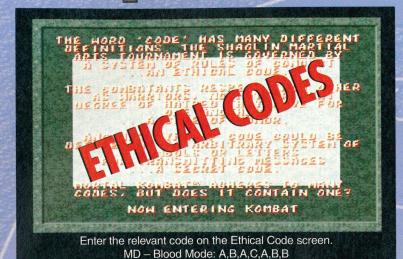
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MS - Blood Mode: 2,1,2, UP, DOWN

GG - Blood Mode: 2,1,2, UP, DOWN here can only be one champion in the Mortal Kombat tournament from the seven contestants in the MD version and six in the 8-bit versions. The idea is to master each of the characters moves, attack and defence com-

> and binations special attributes. You'll find that characters have at least one opponent that they have superiority over, so you are well advised to learn all the moves and all the specialities of each.

Rayden is a master of special moves and combining them with clever attack methods may

A,B, C, 1, 2: button presses Keyto moves: Aw: Away from opponent Tw: Towards opponent Dn: Down R: Right L: Left MS

BASIC MOVES

Aw+2

n/a

MD Low Punch High Punch Low Kick High Kick Crouch Leg Sweep Uppercut Flying Punch Flying Kick

start 6-button Aw+C Dn Do+Aw+B Dn, A Up/Up+R/Up+L Up/Up+R/Up+L, A Up/Up+R/Up+L, B/C

n/a n/a Aw+1 Aw+1 Dn Dn Dn, Aw+1 Dn, Aw+1 Dn, 1 Up/Up+R/Up+L Dn, 1 Up/Up+R/Up+L Up/Up+R/Up+L, 1 Up/Up+R/Up+L, 1 Up/Up+R/Up+L, 2 Up/Up+R/Up+L, 2

**CLOSE PROXIMITY MOVES** Throw

appeal to certain games players. Sonya Blade is the

toughest opponent for Rayden

because of her Leg Toss. It regularly catches him out due to his regenerating period (the time it takes for Rayden to recover from a hit) and it is sometimes impossible for him to block.

The Master System and Game Gear versions of Mortal Kombat are very different to that of

the Mega Drive. As blocking is more difficult, you have to be very quick on the controls and they are, believe it or not, a bigger challenge than the MD version. Even the Easy level on the 8-bit takes

start or Aw+2

n/a





BATTLE PLAN

#### LIZARD MAN

The lizard man appears at times throughout the game. To find him you must win a fight with a perfect bonus in each bout, and use the fatality death blow. When you find him, he'll prove to be one of toughest oppoin the nents game because he uses the block so well.

Mortal Kombat is the best fighting game available on the Mega Drive, Master System and Game Gear. So, after playing it for the past two months we decided it was high time the superb game should receive the **ProTips** treatment. Jason

took the challenge.

"green man" Johnson gladly



Sega OCTOBER 1993

MORTAL KOMBAT: THE CHARACTERS © MIDWAY







#### **GORO**

This is the toughest opponent you will face, but he is easily defeated if you follow a few simple guidelines. Firstly, stay a fair distance away from him and always be prepared to duck or block as he often fires his weapon that is difficult to spot. Launch a few Special Weapons moves of your own and try a couple of Flying Kicks and punches. You will find it very difficult to defeat him using close contact methods.

#### SHANG TSUNG

Far easier than the penultimate Goro, but still a tricky character to defeat. Avoid Shang's fireballs because he throws several in succession. It is advisable to attack from the air or with a Special Weapon. As Shang Tsung has the power to change into any character that he chooses, be prepared.

Shang Tsung even has the audacity to take the form of Goro, often causing problems. Treat each of the fighters in the normal manner and keep that block button at the ready. Win the tournament and you're given a couple of screen shots of your star fighter and told how the world is destroyed after the tournament.





#### FIGHTING FIT

Here is a short guide to each of the fighters with their strengths and weaknesses. It's a good idea to play with one fighter until you have mastered their moves before moving onto the next.



#### **SONYA BLADE**

Agility is Sonya's main strength and blocking her Leg Toss can be tough. Keep a reasonable distance away from her unless you're pre-pared to block. She often fires her Energy Wave from a distance, but the Flying Punch can seldom be blocked. If you choose to

use Rayden against her, take extra care as his lack of speed is a serious burden.

#### **JOHNNY CAGE**

Be careful of Johnny's Shadow Kick, it's lethal and he uses it fairly often on the Difficult setting. Block and follow-up with a Leg Sweep and Uppercut which is devastating. Because Johnny is one of the least

should be mastered because human opponents may not be familiar with them. Then again, to be a master at MK you must learn everyone's moves.

#### RAYDEN

Regeneration is a problem for Rayden and if he's vulnerable, it's just after a Special Move blow. If

played characters, his moves

#### **LIU KANG**

His easy-to-execute Special Moves are useful, but fighting against him brings its own set of problems. The Concorde Kick is very tough to block and Liu often follows it up with a lethal Flame Bolt, which very difficult to block after being knocked down. Attacking from the air is likely to give you an advantage over him.

Between stages there are bonus screens where you must smash through a block of various materials. By pressing A and B rapidly, much like in those tedious sporting sims, you build up the force bar on the screen. When the meter reaches the indicator, press START and your character's hand should smash through the block. There's no special method to doing this, but make sure you can reach the start button without losing any power.

Wood - 100,000 points Stone - 200,000 points Steel - 500,000 points Ruby – 750,000 points Diamond – 1,000,000 points

you're using Scorpion, use the Spear weapon and follow-up with an uppercut. Any of the other characters can give Rayden a tough time, but he's one of the best fighters to use overall because of his brilliant Special Moves and a useful energy-zapping weapon.

#### **SCORPION**

The spear gives Scorpion an extra edge against most opponents, but it takes quite a while from the time it is thrown until it hits. These valuable split seconds can be used by opponents to block and counterattack. Kano comes in for rough treatment when using his Super Spin as he is often speared midflight. Scorpion's teleport punch can cause a few problems, but the biggest problem you'll encounter against him is blocking the spear. Tread with care, especially when using a slower fighter.

#### SUB-ZERO

Every time you Leg Sweep, Sub-Zero retaliates with a Power Slide. This isn't the most powerful move, but a follow-up such as the Uppercut will knock your power down substantially. Use aerial attacks with care as Sub-Zero, more often than not, freezes you mid-flight; leaving you totally defenceless. Press the joypad to block just in case he reaches you just as the ice melts.

It is possible to use the new six-button controller, the only difference is that it allows you to use the High Punch move that is in the arcade version.

Only works as a proximity move on the Mega Drive version.

MD: A MS: n/a GG: n/a

#### Shadow Kick

Most useful when opponents are too far away to reach with a normal punch or kick.

MD: Aw, Tw, B MS: Aw, Tw, 2 GG: Aw, Tw, 2

#### The Package Check

You will be unable to perform this move on himself, Goro or Sonya Blade.

MD: Dn, A+B+C MS: Dn, 1+2 GG: Start, 1

#### WEAPON

#### Flame Blast

Similar to Liu Kang's weapon. Use with caution.

MD: Aw, Tw, A MS: Aw, Tw, 1 GG: Aw, Tw, 1



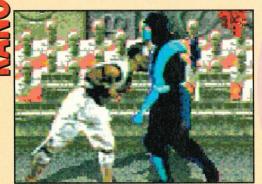






Only works as a proximity move on the Mega Drive, but does it let the blood fly or what?!

MD: A MS: n/a GG: n/a



#### **Super Spin**

Take care when using this move against Sub-Zero as you're likely to be frozen in mid-air.

MD: Hold START, rotate D-pad Tw, release all.

MS: n/a GG: n/a

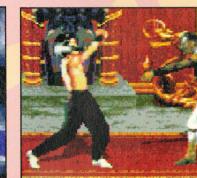


#### **Spinning Blade**

Powerful and effective: send opponents reeling!

MD: Hold START, Aw, Tw

MS: n/a GG: n/a



Only works as a proximity move on the Mega Drive.

MD: A MS: n/a GG: n/a



#### Roundhouse

A useful basic move which is very fast and difficult to block.

MD: Aw+C MS: Aw+1 GG: Aw+1



#### WEAPON

#### Flame Bolt

It takes a while for Liu to generate the Flame Bolt and he can easily be hit just before it is fired.

MD: Tw, Tw, A MS: Tw, Tw, 1 GG: Tw, Tw, 1



## MORTAL KOMBAT







#### Flhow

Only works as a proximity move on the Mega Drive.

MD: A MS: n/a GG: n/a



Particularly useful after flooring an opponent or as an opening move.

MD: Aw, Aw, Tw MS: Aw, Aw, Tw GG: Aw, Aw, Tw

#### **Teleport**

This must be used at the right time and against the right fighter. Johnny Cage and Sub-Zero are two you shouldn't use this against.

MD: Dn, Dn, Up MS: Dn, Up GG: Dn, Up



#### NEAPOR

#### Raydentricity

Easy to access and fast weapon that's a useful opening move as well as an effective deterrent.

MD: Dn+Tw+A MS: Dn, Tw, 1 GG: Dn, Tw, 1



#### Backfist

Only works as a proximity move on the Mega Drive.

MD: A MS: n/a GG: n/a



#### Teleport Punch

Teleports Scorpion to the other side of the screen. When he reappears he punches.

MD: Dn+Aw+A MS: Dn, Aw, 1 GG: Dn, Aw, 1



#### WEAPON

#### Spear

Follow-up with an Uppercut or Roundhouse.

MD: Aw, Aw, A MS: Aw, Aw, 1 GG: Aw, Aw, 1



#### Backfist

Only works as a proximity move on the Mega Drive.

MD: A MS: n/a GG: n/a



#### **Power Slide**

Use from a distance if an opponent is standing around waiting for you to attack.

MD: Aw+B+C MS: Aw, Aw, 2 GG: Aw, Aw, 2



#### WEAPON

#### **Icy Shot**

One of the best special weapons in the game.

MD: Dn+Tw+A MS: Dn, Tw, 1 GG: Dn, Tw, 1



SUB-ZERO

#### Low Kick

You'll need to use this kick eight times before your opponent falls.

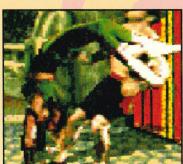
MD: B MS: 2 **GG: 2** 



#### **Leg Toss**

This is Sonya's deadliest means of attack, but it is easily countered. Timing is the key to success.

MD: Dn+A+B+C MS: Dn, 1+2 GG: Dn, 1+2



#### High Kick

This move only works on the Mega Drive version.

MD: C MS: n/a GG: n/a



#### WEAPON

#### **Energy Wave**

Very good as an opening move against most opponents.

MD: Aw, Aw, A MS: Aw, 1 **GG: Aw, 1** 



#### **SONYA BLADE HOT KISS**

Stand approximately three inches away from your opponent and Sonya will blow what looks like a



glow worm towards them. When it lands on them they are burned to a crisp.

MD: Tw, Tw, Aw, Aw, START MS: Tw, Tw, Aw, Aw, 1+2 GG: Tw, Tw, Aw, Aw, START

#### LIU KANG BYE, BYE NOW!

The oddest of all the Death Blows is made up of two parts. The first is a weird spinning kick that knocks the opponent further into unconsciousness. Liu,



not content with near death, follows-up with a viscous Uppercut that sends opponents flying off the screen. Execute this move when you're close to an opponent or the kick may miss.

MD: Hold START, rotate D-pad Tw

MS: Aw, Aw, Do

GG: Hold START+DOWN, rotate D-pad Tw

## EATH BLOWS

#### RAYDEN MIND YOUR HEAD

Stand close to an opponent before you execute this move. Rayden will release a bolt of Raydentricity and their head will explode! They then



fall over with blood pouring out of their neck.

MD: Tw, Aw, Aw, Aw, A MS: Tw, Aw, Aw, Aw, A GG: Tw, Aw, Aw, Aw, A

#### KANO **HEART ATTACK**

Being a particularly nasty chap Kano rips his opponent's heart out and holds it aloft for all to see. One of the easiest Death Blows to execute and one of the goriest.

MD: Hold START, Aw, Aw, A

MS: n/a GG: n/a

#### **JOHNNY CAGE HEADS AWAY**

Johnny must be standing directly infront of his opponent to execute this Death Blow. If successful,



Johnny Cage will punch their head off in one fair swoop.

MD: Tw, Tw, Tw, A MS: Tw, Tw, Tw, 1 GG: Tw, Tw, Tw, 1

#### **SCORPION CRISPY DUCK**

Standing approximately two inches away from an opponent, press the button combination and firstly he'll peel off his



mask, revealing a skull. He turns towards the opponent and blows fire at them, burning them to a crisp.

MD: Hold START, Up, Up MS: Block, 1, Up, Up GG: Hold START, Up, Up

#### **SUB-ZERO** HEADS, I WIN

This has to be the most violent and stomach churning Death Blow of them all. Sub-Zero reaches over and tears off the loser's head and holds it in the air, much as Kano does with his opponent's



heart. However, Sub has ripped the spinal cord out at the same time and this dangles below as the blood spills onto the floor.

MD: Tw, Dn, Tw, A MS: Tw, Dn, Tw, 1 GG: Tw, Dn, Tw, 1



#### Issue 5 £2.50 First ever Mega-CD reviews of Earnest Evans, Heavy Nova and Sol-Feace, Also reviewed are Buck Rogers (MD), Rings of Power (MD),

Super Fantasy Zone (MD), Toki (MD), Wani Wani World (MD), Alien Storm (MS), Laser Ghost (MS), Line of Fire (MS), Shadow Dancer (MS), Aleste (GG), Heavyweight Champ (GG), Space Harrier (GG)



#### Issue 10 £2.75

Essential SegaPro shades come with this issue. As do crucial reviews of Batman (MD), Cadash (MD), Ferrari Grand Prix Challenge (MD), Splatterhouse 2 (MD), Taz Mania (MD), Super Monaco GP 2 (MS), Wimbledon (MS), Klax (GG), Marble Madness (GG), Olympic Gold (GG), Paperboy (GG), Popils (GG), Prince of Persia (GG)...



#### Issue 17 £2.50

You'll find an exclusive look at Global Gladiators in this issue together with incredible reviews of After Burner III (CD), Road Blaster FX (CD), Chakan (MD), Mega-lo-Mania (MD) Shinobi III (MD), Teenage Mutant Ninja Turtles (MD), Strider II (MS), Taz-Mania (MS), Shinobi II (GG), Streets of Rage (GG) and many, many more.



#### Issue 6 £3.50

Fabulous Electronic Arts sports watch with this issue Included in the many reviews are Art Alive (MD) Battlemaster (MD), Where in Time is Carmen Sandiego? (MD), Desert Strike (MD), Kid Chamelion (MD), SD Valis (MD), Two Crude Dudes (MD), Funky Horror Band (M-CD) Bonanza Bros (MS), Spider-Man (GG)...



#### Issue 11 £2.50

Huge issue with an exclusive review of the game-cracking Game Genie device from Code Masters and heaps of reviews, including American Gladiators (MD), Aquabatics (MD), Gadget Twins (MD), Thunderforce IV (MD), Alf (MS), Chuck Rock (MS), Ninja Gaiden (MS), Aerial Assault (GG), The Viking Child (GG)...



#### Issue 18 £3.50

Yee-ha! Snap up the action in this bursting Easter special. Not only do you get a Switchstix with the issue (a device which converts your joypad into a joystick). but 22 scorching reviews. Included in the many reviews are Hook (CD), Sherlock Holmes (CD), Another World (MD), Superman (MD), Tecmo World Cup '93 (MS)...



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Absolutely free with this month's issue are a collection of super-cool SegaPro stickers. Plus an exclusive look at the sensational Wondermega. Reviews include Arch Rivals (MD), Double Dragon (MD), Ninja Burai (MD), Turbo Out Run (MD), Asterix (MS), Back to the Future III (MS) Champions of Europe (MS) Alien Syndrome (GG)...



#### Issue 12 £2.50

Superb issue with free badge. Includes reviews of Alien 3 MD), Atomic Runner MD), Dungeons and Dragons MD), Evander Holyfield's Boxing (MD), Grey Lancer, Sports Talk Baseball (MD), Xenon 2 (MD), Twinkle Tale (MD, Putt & Putter (MS), Xenon 2 (MS). Also includes a preview of Superman plus many more



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Simpsons special with exclusive reviews on all Sega formats, Plus a massive preview of every Sega game coming out during the rest of the year Reviews include Chuck Rock (MD), Olympic Gold (MD), Thunder Pro Wrestling (MD), Prince of Persia (MS), Sagaia (MS) Speedball 2 (MS), Crystal Warriors (GG)..



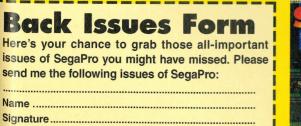
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An impressive package. Not only a 100-page magazine bursting with exclusive information, but a 100-page A-Z tips book too. Unbeatable value. Reviews include Final Fight (CD), Jaguar XJ220 (CD), Wolfchild (CD), Battletoads (MD), Flintstones (MD), Shining Force (MD), Andre Agassi Tennis (MS), Global Gladiators (GG)...



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Fantastic Christmas special featuring an essential 16page pull-out Sonic 2 guide. a massive Sonic 2 poster and a superb Action replay code book. Reviews include Crüe Ball (MD), James Bond (MD), Black Hole Assault (CD), T2: The Arcade Game (MD) Pit-Fighter (MS), Batman Returns (GG), Taz-Mania (GG) and more!



#### Issue 21 £3.25

Be amazed at the eightpage poster pull-out on the most awaited game of the year, Street Fighter II. And then read reviews of Marky Mark: Make my Video (CD) Willy Beamish (CD), Andre Agassi Tennis (MD), Captain Planet (MD) Muhammed Ali (MD), Tecmo World Soccer (MD), Home Alone (MS), Master of Darkness (GG)..



#### Issue 16 £4.25

Bundled with this exclusivepacked issue is a fantastic video covering all Virgin's forthcoming releases and Datel's mighty Action Replay. Over 25 games are reviewed, including Time Gal (CD), Ecco (MD), Home Alone (MD), Micro Machines (MD), Streets of Rage 2 (MD), Toxic Crusaders (MD), Lemmings (MS), Aline 3 (GG)..



#### Issue 22 £3.25

Mortal Kombat special. The first full look at this monster game together with a giant poster featuring exclusive Mortal kombat artwork. Inside you'll find previews of Jurassic Park and every game on show at the CES in Chicago. Reviews include Batman Returns (CD), Switch (CD), Snow Bros (MD), Strider II (MD), GP Rider (MS) and many more!



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#### • CONTACT

Gee. We get an Everest of mail every day so much so that a large part of our time is spent sorting it into correct bundles.

Send all submissions to the proper department (see below)

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**Bournemouth BH1 1NF.** 

The letters sent here are usually some silly git rabbiting on about how jealous they are of someone else, or of some poor guy needing help with their console and even of anyone who needs advice on console specific problems.

You can ask what games will be available or how to get in contact with a company, but don't ask for game help (see ProHelp for that). The best letter AND the best ProPolyate submission wins a ProDebate submission wins a SEGAPRO T-shirt, but only witty, cheeky or lively submissions are even considered – you can't win a T-shirt by asking for some advice!

In addition to letters, we sometimes have ProDebates, which should be addressed like such: TV Debate, ProTest. Get your views into the open and state your case. SEGAPRO Tshirts are awarded if we consider a point to be particularly valid. If you want to start a debate, write in and let us know about it!

#### PROART

Far too much artwork is missed out because it has been addressed to ProTest. Send your art to ProArt for speedy attention. If you want it returned, don't forget to include a SAE and remember to always write your name, address and age on the back of your art. The best art, each month, wins a stupendously brill SEGAPRO T-shirt.

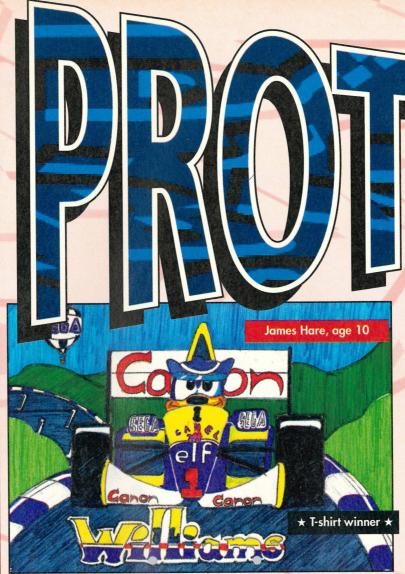
There are so many types of tips which can be sent in. Action Replay codes, small cheats, small tips, part solutions, whole game guides and maps. Lots of carts and T-shirts are won every month! So, there you are! Get sending.

Our revitalised section is bigger and better than ever! If you are stuck on a level, can't kill the boss or are totally lost, drop the Pros a line with details of your problem.

#### ROSCORES

No prizes here, but you get your high score branded around the country. If you supply a photograph, you can then show all your friends how clever you are.

If you have finished a game recently, why not tape it and, if it is published, you could win a cart. When the Pros receive a Game Over, we pick out selected screenshots and add a witty storyline.



#### **CARTS FOR GRABS**

I am writing to you because I sent some Sonic 2 tips in over three months ago. When will they be printed and when do I receive my two free carts? Please send me Ecco (is this pronounced Eeko or Ekko?) and Bubsy.

By the way, I saw you all at the opening of Sega World. I was the one wearing the Sonic T-shirt. I was also the second person to go on the R360. Do you remember me? Please print this, as otherwise noone will believe that I wrote to you.

**Daniel Jones, Sussex** 

Get Off! Do you think we're stupid. Get a life together! We all had a pretty good time at Sega World at the press launch - and even more since then - even though Jason managed to break the R360 in a matter of minutes! We don't remember you, there were loads of kids wearing Sonic gear!

PS. The Eeko/Ekko causes as many arguments here as it does everywhere else!

#### THE CASE OF THE MISSING TIP

I am writing in to complain about your ProTips section. Although the rest of your magazine is great (especially the Mortal Kombat feature), ProTips was especially disappointing this month. On the index page it stated that Rings Of Power would be tipped. I couldn't find it anywhere and am extremely disappointed, as this is a really tough game. I've had it for ages, so when I saw that you were going to print a tip, I was really excited. Please tell me what happened!

George Brearly, Essex

The only thing we can think of is that there wasn't enough space to fit the it in. However, Jason promises to try and fit in a Rings of Power tip soon. Look out for it!

#### FINAL FIGHT FOR CD

I am writing with my opinion on the Mega-CD. I don't own a Mega-CD yet, but I soon will! In SEGAPRO #22, Ashley Price said there were no decent games for the Mega-CD. Well, what do you call Final Fight? Sega have already started to make some great games such as Silpheed and Sonic for the Mega-CD. I think the CD is the future of gaming and I can't wait to get my hands on one!

Jacqueline Harper, Scotland

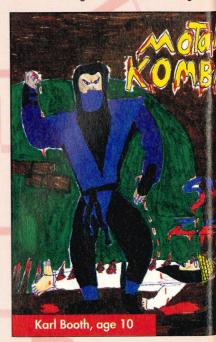
Sega are currently developing many great games for the CD, but current releases have been very disappointing. You're right, Final Fight is one of the best titles to date. You'd think that with such a bad start, a few good games would have surfaced by now. I'm sure Sega are trying, because they know that unless they start releasing something good soon, they may be in a lot of trouble.

#### BUY IT, YOU'LL LIKE IT

I feel compelled to write in with my opinions on the Mega-CD. I have just four things to say to the people who are slagging off the Mega-CD -Final Fight, Silpheed, Batman Returns and Switch.

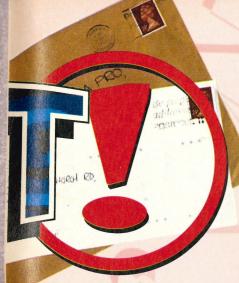
So, the first batch of games weren't very good. Cobra Command was an improvement and had great graphics too. What people should remember is that it takes a while to get good software on to the market. When the Mega Drive first came out, it was packaged with Golden Axe. This was appalling, but games soon improved. After a while, we were treated to carts such as Sonic and Streets of Rage.

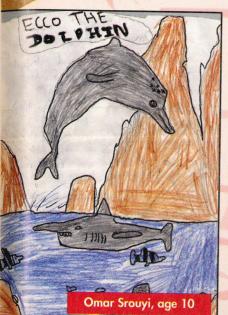
The cartridge has come a long

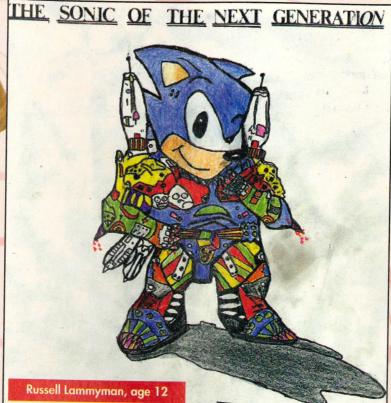


Sega Pro OCTOBER 1993

Astrid Castle, age 10







way, but it's now time for it to stand down. With games like Final Fight in the shops, it will certainly be hard pushed to produce anything better. I suggest that potential CD owners should buy it, play it and learn to love it. Better games will be with us by Christmas, so start saving your money now.

Incidentally, there is one point every-



## MEGA-CD BITES BACK

I am writing in reply to the question posed in last month's Protest. It is my duty as a Mega-CD owner to tell you my story.

After months of saving and mugging old ladies, I finally saved enough to buy a Mega-CD. When I switched it on, I expected to be blasted with jaw dropping graphics and animation. Unfortunately, what I got was five old Mega Drive games. There were also two supposed CD quality games, which were extremely boring.

I thought that I had wasted nearly £300 until about one month ago, when I discovered the CDX. It allowed me to play games like *Switch* and *Batman Returns*. Now I hardly ever leave my bedroom! Both of these games show off the Mega-CD's poten-

tial and restored my faith in the machine!

I think that Sega should repackage the Mega-CD and give away a CDX with every purchase, as well as a good import game. That way, they would sell more CDs and it would be much better than seven sad games.

Chris Stevens, Merseyside

Although it would be brilliant to give away a

free CDX with every Mega-CD, the impracticalities of it would be enormous. Datel are producing the cartridges without Sega's official endorsement. There aren't many good CDs around as it's taking longer to convert games from NTSC to PAL than was originally anticipated! Anyway, If Sega wanted you to play every import game, they wouldn't have devised country locking codes in the first place and you wouldn't need the CDX.

one seems to have forgotten. Companies will always cash in on games that aren't up to scratch. It's up to you to choose your games wisely.

Julian Watkins, Halifax

Although the Mega-CD is capable of producing better graphics and sound than the Mega Drive, it doesn't mean that cartridges are doomed! When Sega launched the Mega Drive, everyone said that the Master System would become obsolete. Well, the Master System is still thriving today! Even big companies, such as Acclaim, US Gold, Domark and Virgin still make games for the 8-bit! Although Mega Drive popularity may dwindle in time, the cartridge is still far more popular than CD. However, it's good to see a satisfied Mega-CD owner at last!



After slaving away each month, producing a mag as great as SecaPro, we still find the time to answer you questions. If you have a problem with a game, then you can write to Problem, but you can always write to Problems and Procures if you have other enquiries. In this column, we answer all of your machine and general problems. So, if you have a machine related problem, write in!

Problems and Procures, SecAPRO, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1MF.

Joseph Cassidy of Glasgow writes in with a few problems. Firstly, he'd like to know whether Sonic Chaos will be released on the Master System. We know that Sonic Chaos will definitely be released on the Game Gear, but have an idea that Sonic 3 on MS will be Sonic Chaos. Look out for it in October

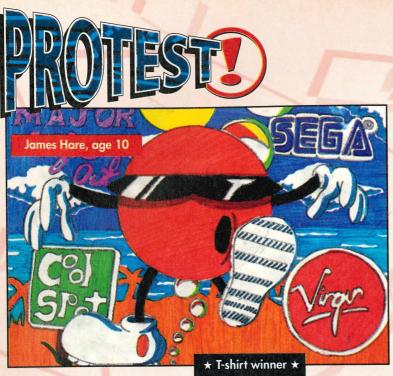
Joseph also asks if *Mortal Kombat* on the Master System, will incorporate the pit. Unfortunately, the Master System version doesn't have as many moves or features as that of the Mega Drive. Although it has some of the gory scenes, it doesn't include the spiked pit.

Finally, Joseph asks when Cool Spot and Hook will appear on the Master System. Hook should be in the shops very soon while Cool Spot will be released in November.

MC Milner of Hampshire wonders if Konami will release any more adventures like Tiny Toon Adventures. He's seen Buster Busts Loose and Babs Big Break on the Nintendo and would like to see them on the Mega Drive too. Konami haven't announced any plans to produce these titles for the Mega Drive, although it's highly possible that they may be converted in the future.

Damian Mugridge of Hants is curious about The Edge game enhancer. He wants to know if he buys one, can he communicate with people who don't have one. Oh dear. How on Earth would you communicate with another person if they don't own the device?

Chris Durant of Essex has a few questions. He wants to know the differences between the Mega Drive and the Mega Drive 2. The

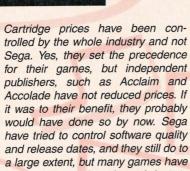


#### **GAMES ARE RUBBISH**

I think Sega are being very unfair with their licensing controls. They say they want to control software standards, but half of the games they bring out are rubbish. The only reason they want to control all the companies is so that they can control cart prices. Carts cost about £10 too much and Sega would sell a lot more games if they sold at around £30. Some carts cost up to £50 - who can afford these prices? If Sega didn't control the licenses, companies would be able to charge less for games.

Mick Sharpe, Cambs

Accolade have not reduced prices. If would have done so by now. Sega and release dates, and they still do to a large extent, but many games have been deliberately released just to make up the numbers. Sega know that many of their games don't meet a fair standard, but need to get new games onto the shelf.



In reply to your exit competition, I have written this little

According to Jason, Mr Marvel started up Marvel Comics with ten cents and a phone box, which he promptly stepped into. He inserted his ten cents into the coin slot and phoned a lycra shop. They guickly delivered him a bright blue body stocking. Jason then stepped back into the phone box, changed into his skin tight lycra, pulled a stocking over his head and masquerading as Marvel Man, robbed the bank across the road. After escaping with millions of dollars, he started up a comic empire! After all these years, no one knew who he really was! Sorry for blowing the secret, Jase!

Anyway, this is a bit of a sad effort, but it was the best I could do. Andrew Stockwell, Fife

Somehow, we can't really imaging Jason leaping about in a blue body stocking, but it's possible! We've always been suspicious about his strange fetish for lycra and this has confirmed our worst fears.

Mr Marvel started up Marvel Comics with ten cents and with the change he invented powdered water, but didn't know what to do with it. He also put instant coffee in the microwave and nearly went forward in time!

By the way, if you've ever got an itchy spot on your brain, think of sandpaper – it just might work!

Wayne Russell, Aberdeen

Erm. We think you may have had one too many in the pub last night.



#### **ADVERTISING SUCKS**

I think it is okay for companies to advertise within games, but it may be a double edged sword. On one side, it will help them to pay for game production and keep down cart prices (although Sega will always have some excuse to keep them high). On the other side, advertising companies may want too much say in game production. This may mean that they ruin a game by making it a blatant piece of advertising (a la Global Gladiators).

Anyway, onto a different subject. CD games have to get a bit better and as they do, cart prices may drop. I know that the production of a cart is more than a CD, but the CD can hold more information. I think that CD games should stay at around £45 (for the best ones) and carts should drop to around £20. I doubt this will happen, but we can dream!

Ashley Price, East Sussex

Ashley Price is back! After causing a storm over his views on the Mega-CD, he can't help commenting on other issues too! Perhaps we should turn this slot into the Ashley Price letters page, or give him a column all of his own! What do you think? Is Asshers right? Or will carts always stay the same price they've always been? Send us your opinions and if you're lucky, you may win a SEGAPRO T-shirt!

#### PAGE CONFUSION

I am a regular, satisfied reader of your magazine, but I do have one problem. In numerous issues, I have found that the pages and numbers have been incorrectly placed. This is making it very hard to keep track of reviews and other features. Please could you make sure that it is more organised in future issues.

Damian Mugridge, Hants

Oh, dear! Those printers are at it again! Seriously, many pages are designed early on and, for one reason or another, have to be moved from one position to another. As the pages have already been printed, it is unlikely that we would change the page numbers. It is a bad feature of the video game magazine business. For instance, if a hot exclusive came in at the last minute, we would reshuffle pages to fit it in. That's how it happens and we are very sorry for the inconvenience.



only difference between the two machines is that the Mega Drive 2 has no TV or headphone socket. This also means that the leads for the old Mega Drive will not be compatible. Chris also wants to know the release date for Sonic 3 and if a cricket game will appear on the MD. Sonic 3 should be released in January 1994 and although it's unlikely that a cricket game will appear on the MD, a rugby game has!

Jonathan Place of Sunderland wonders whether the Mega Drive 2 and the Mega-CD 2 will be cheaper than existing models. The two consoles may be more expensive than existing models, although Sega haven't fixed an official price at the moment.

Joe Clarke of Wolverhampton asks if it is worth buying the Mega-CD, or if waiting for Sega's 32-bit system would be better value. No. the Mega-CD isn't worth buying at the moment! The Saturn (32-bit system) won't reach the shops until Christmas 1994 or even 1995, so that's not worth waiting for. I'd save your money and see what new games appear for the Mega-CD.

Alex Pritchard of Weymouth enquires about the Sega TV channel reported in SEGAPRO#22. He wonders whether the TV channel will ever be available in the UK and, if not, is it possible to use it through satellite. The Sega TV channel operates through cable TV. To use it, you must pay a monthly subscription fee. It's unlikely that you will be able to use it in the UK - even if you have satellite, as cable TV is not the same. Sega are planning to develop the channel over here too! It's unlikely that the channel will appear until cable TV is more popular, but as soon as it is, you'll see Sega TV!

Daniel Waters of Lastly, Northampton would like to know where he can get hold of ancient Master System games. The best place to get old games is from a shop that deals in second hand titles. If you can't find what you want, you could try phoning the company that made the game.

t's all there's time for this month,

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#### **ILLEGAL ACCESSORIES**

I own a Mega Drive, but am finding it hard to buy new games every month. A games shop in my area told me that if I bought a special accessory, costing over £100, they would sell me multi-game cartridges at £2.40 each. Each cartridge has 24 games on it, but I'm wondering if this is illegal. If it isn't, why doesn't everyone buy one?

Scott Logie, Fife

This sounds extremely dodgy! The shop owners are trying to sell you a Magidrive, although they usually cost more than £100. The multi-game cartridges are most definitely illegal and you never know what games you'll be getting on them. It's unlikely that you'll get anything that's any good, as the cart/disk only costs £2.40 for 24 games. That's ten pence each! SEGAPRO don't use any illegal machines to get their games and we suggest that you don't either!

A selection of the best, the worst and the down right bizarre comments of the month!

Just a little note to say how brill the cheat book, given free last month, was and how it didn't work the only time I needed it.

Susan White, Dunfermline Your mag is the best. I don't write in to the others because they're too inferior.

Alan Crombie, Stratford Please send me a copy of Mortal Kombat as I am bored with my games collection.

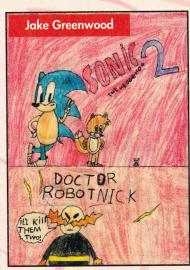
John Campbell, Coventry Anyone who complains about games for the Mega-CD should go back and play on a Spectrum. Then they would have something to moan about.

Paul Ashwell, Halifax Please send me a signed photo of ProGirl as I miss her. Martin Langley, Isle of Wight

#### MORE SPACE FOR THE GEAR

I thought I'd write to you about your Game Gear reviews. I've been buying SEGAPRO since issue two because they are excellent, but I've noticed that you've recently allocated tiny half page spaces for them. Only a few issues before that, you told us that you would try and make the Game Gear reviews bigger. If they don't increase in size, I may go and buy another magazine. It doesn't seem worth buying SEGAPRO for a few half-page reviews! I find this hard to say, as I have 20 issues of your mag and it's the only one I buy.

Sean McFadden, Ireland



We try to give every game a fair amount of review space. If a game isn't very good, then we want to save space for something better. For instance, Land of Illusion on the Game Gear was allocated one page, but Double Dragon was only allocated a column. If a Game Gear title is good, then obviously we want to show it. It's not just hand held titles that get a small amount of space, though, it happens with other games too. We want to show you the best of

ESS OF THE VIOLENCE

their Mega Drive. Although I was aware of the aggressive nature of video games, I did not realise just how violent they could be. I approve of games games, I did not realise just now violent they could be. I approve of games such as World of Illusion and Lemmings, because they require some thought from the player. However, my kids (age 10 and 12) want me to buy them. buy them Mortal Kombat and Street Fighter II when they are released. Now, I'm not the sort of parent that will buy their children anything they want. Apart from anything else, I like to play games! So, when I read the preview of Mortal Kombat, I was totally shocked. According to your report, the game has a special code that gives you access to gory scenes not normally shown. You may think that this is all fair and square, as the violence is hidden deep within the game. However, I think that this just encourages kids to become more violent. Why incorporate these cheats in the first place? All the companies are doing is feeding our children a

There is already too much violence on the TV, without irresponsible software houses producing even more. Lets see more games that rely on diet of blood and guts. brain power, not sheer shock value.

Helena Blakesley, Oldham

It's well known that some games have a violent nature, even if it's not totally blatant. Personally, we think you have little to worry about. If kids totally braiding. Personally, we think you have little to work, about his account of a ren't playing violent video games, they're usually playing other types of violent games, such as stealing cars and real fighting.

Mortal Kombat is not an original console product – it has been converted from an arcade coin-op. If your kids have ever played arcade machines, they have had access to violent games, such as Mortal Kombat – and that doesn't have the parental safety code! Do you want everyone to suffer because some parents can't teach their kids between right and wrong? Violence is the fault of society, not the fault of video games that, incedentally, appeared long after unruly kids!

Personally, I haven't seen many kids decapitating their friends. They may play-fight as Street Fighter characters, but when you were young didn't you play Cowboys and Injuns or were you more interested in

Doctors and Nurses?

what's on offer and not waste space on games that aren't worth it.

#### LESS OF THE ARCADE ACTION

I have had a Game Gear for some time now and have many brilliant games. I However, apart from the odd RPG and sports simulation, there only seem to be arcade games available. I would like to see Sim City, Civilization, Eye of the Beholder and a simplified flight simulator like Wings.

How about it? Let's see some more strategy or proper RPG on the Game Gear (instead of cop outs like Axe Battler and Dragon's Crystal). I'm sure that there are many players

Shona, Robert, Andrew and Fiona

games.

would like to see something other than arcade games on their hand held.

Will any of these games be released on the Game Gear or am I doomed to Sonic and Mickey Mouse on those lonely nights under the bedclothes?

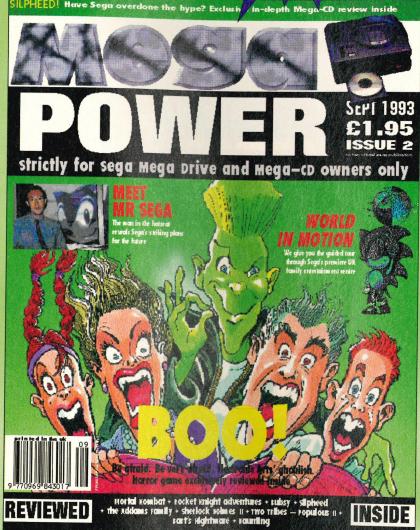
Richard Scratcher, Essex

It would be very difficult to incorporate any of your suggestions on to the Game Gear. Apart from obvious problems such as lack of space on the screen, the Game Gear doesn't have enough memory to run massive RPGs. Sim City hasn't even been released on the Mega Drive let alone the hand held. Imagine trying to cram all that information into the Game Gear!

However, the Game Gear lacks decent strategy games, but a full blown RPG will surface later this year. Daemonsgate is being developed by Imagitec and will be released by Gametek. Shining Force is also under development, although it may only be available on import from Japan.

As Game Gear carts have recently increased in size to 4Mbit capacity, there is more potential for bigger and more complicated portable





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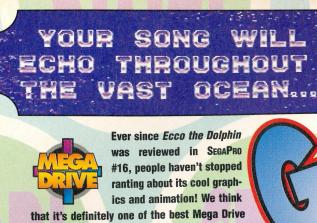
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## titles around and after playing it for what seemed like weeks, we finally reached the end. Hurrah! At last little Ecco can roam the oceans in

**BIG GAMES BUSTED EVERY MONTH** 

SCREENS

This month's Game Over was completed Mark by Mark SEGAPRO, but if you end have any end sequences for the have Pros to check out, send 'em in! Don't forget, if your game is printed, you'll win the cart of your choice. Send your videos to: Game SEGAPRO, 124 Old Christchurch Road Bournemouth BH1

1NF

Till next month!

What have you done with my hot water bottle?!

peace!

You'll get it back after our analysis team have finished with it.

That's it Ecco, knock his brains out. This guardian is just an oversized jelly monster who can't find someone his own size to pick on. I mean come on, who'd pick on such a cute little dolphin? I think he's lost his marbles!

Ecco and the lads don't waste any time getting away from the defeated guardian. Speeding down the tube, the dolphins swim in a formation the Red Arrows would find difficult to match! Ecco leads the rest back in style to the friendly, shallow waters they've missed for so long.

Last one out buys the

round...

I'm off to lunch!

I tell you it's an aqua security helmet...

At last the dolphins are free. Ecco has done a magnificent saving job friends. The underwater horrors are now a thing of the Everyone past. leaps out the water celebration against a welcoming blue sky. Now it's time for some synchronised swimming displays!

Nah, no way, it's definitely a lamp shade.



SEGA TIPS

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